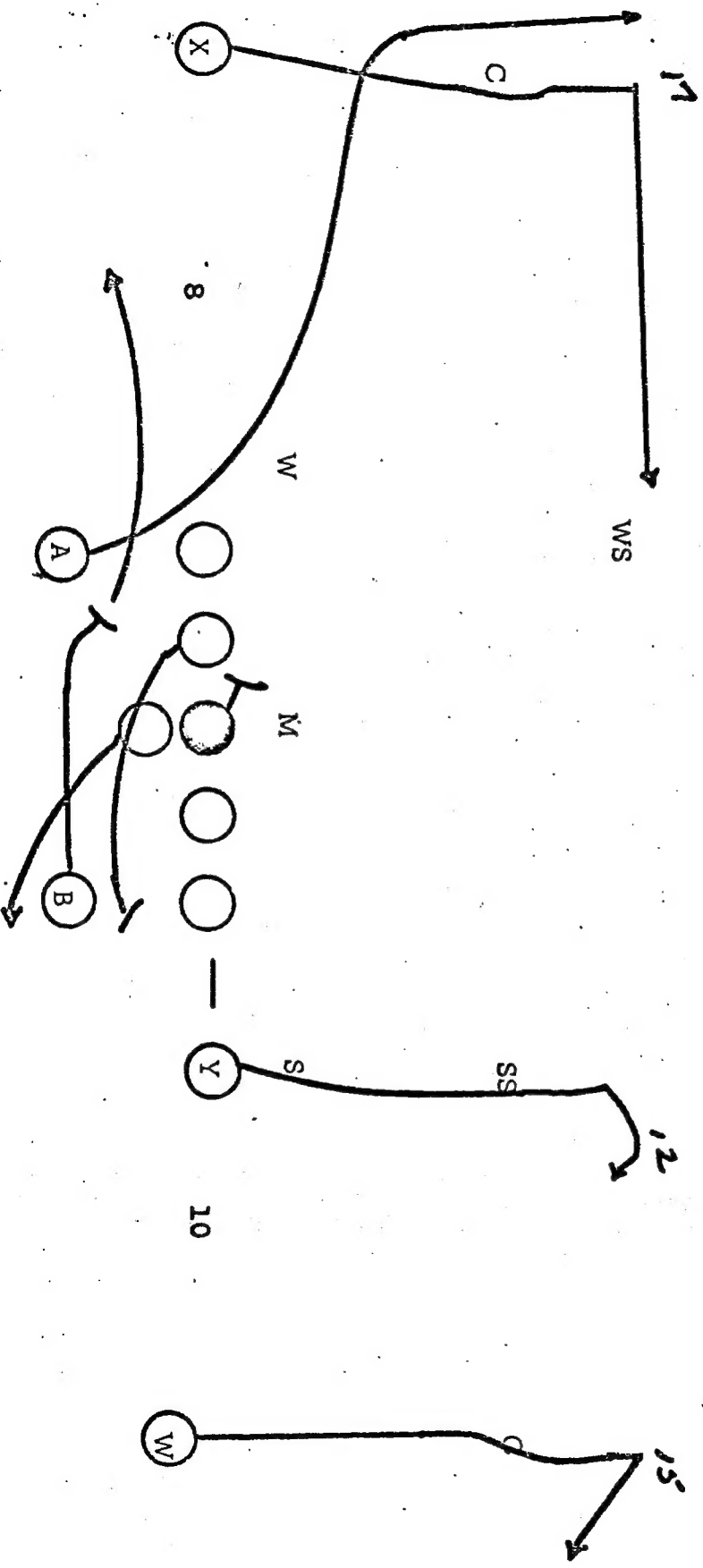


**1969
WASHINGTON
REDSKINS
PASSING GAME
PLAYBOOK**



Head Coach: Vince Lombardi

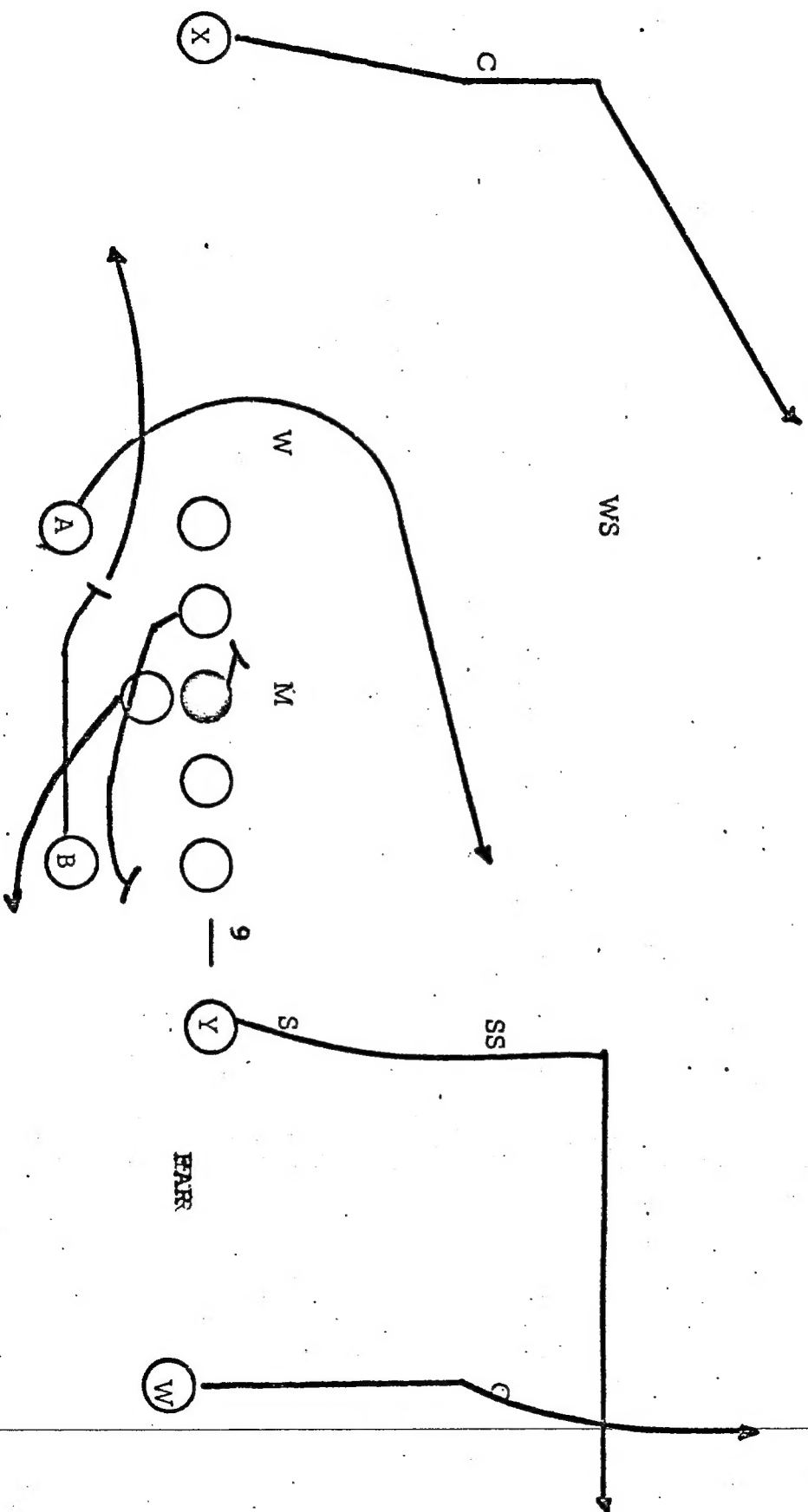
BOOTLEG RT. 1 PASS

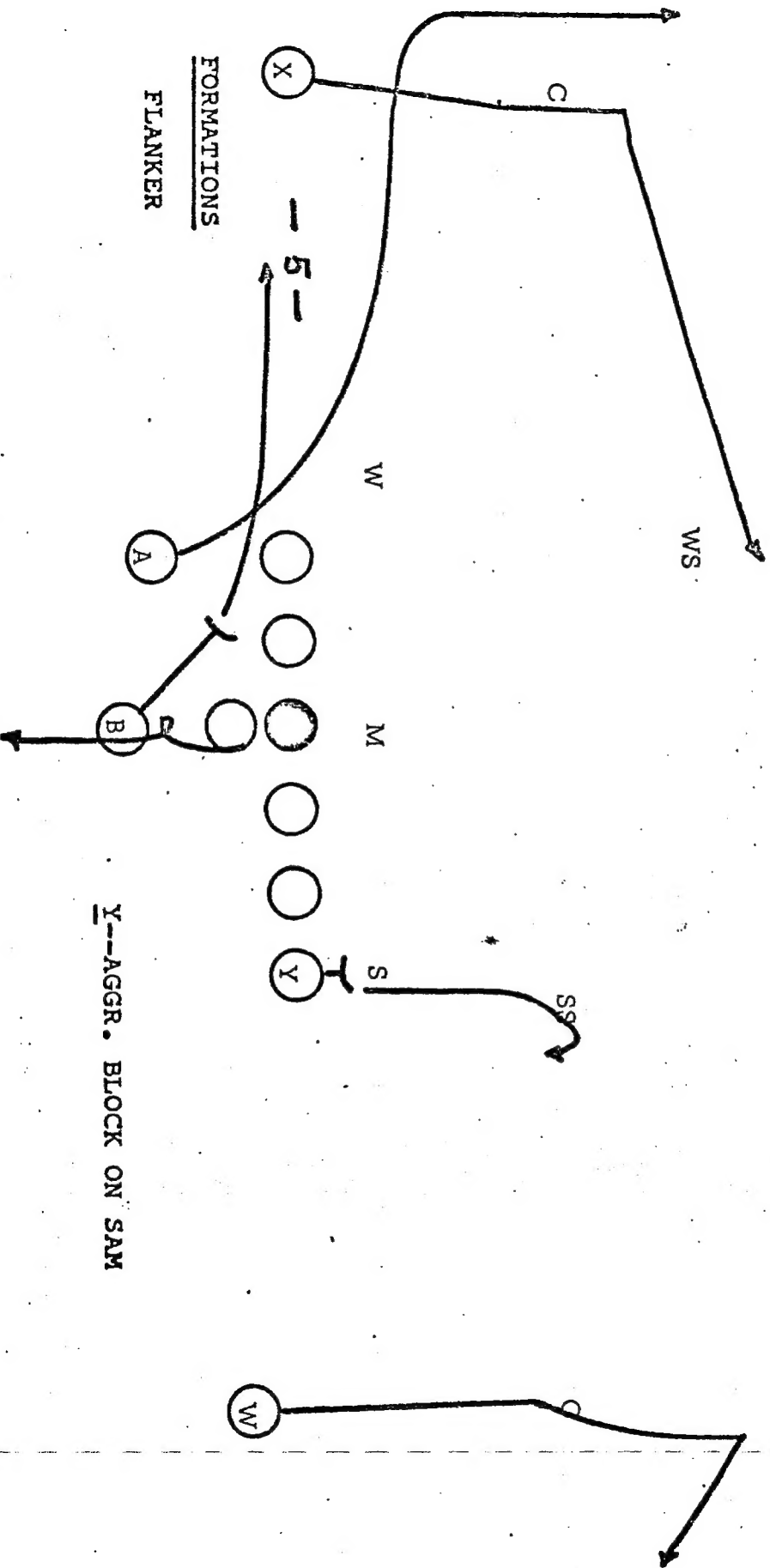


9 PASS



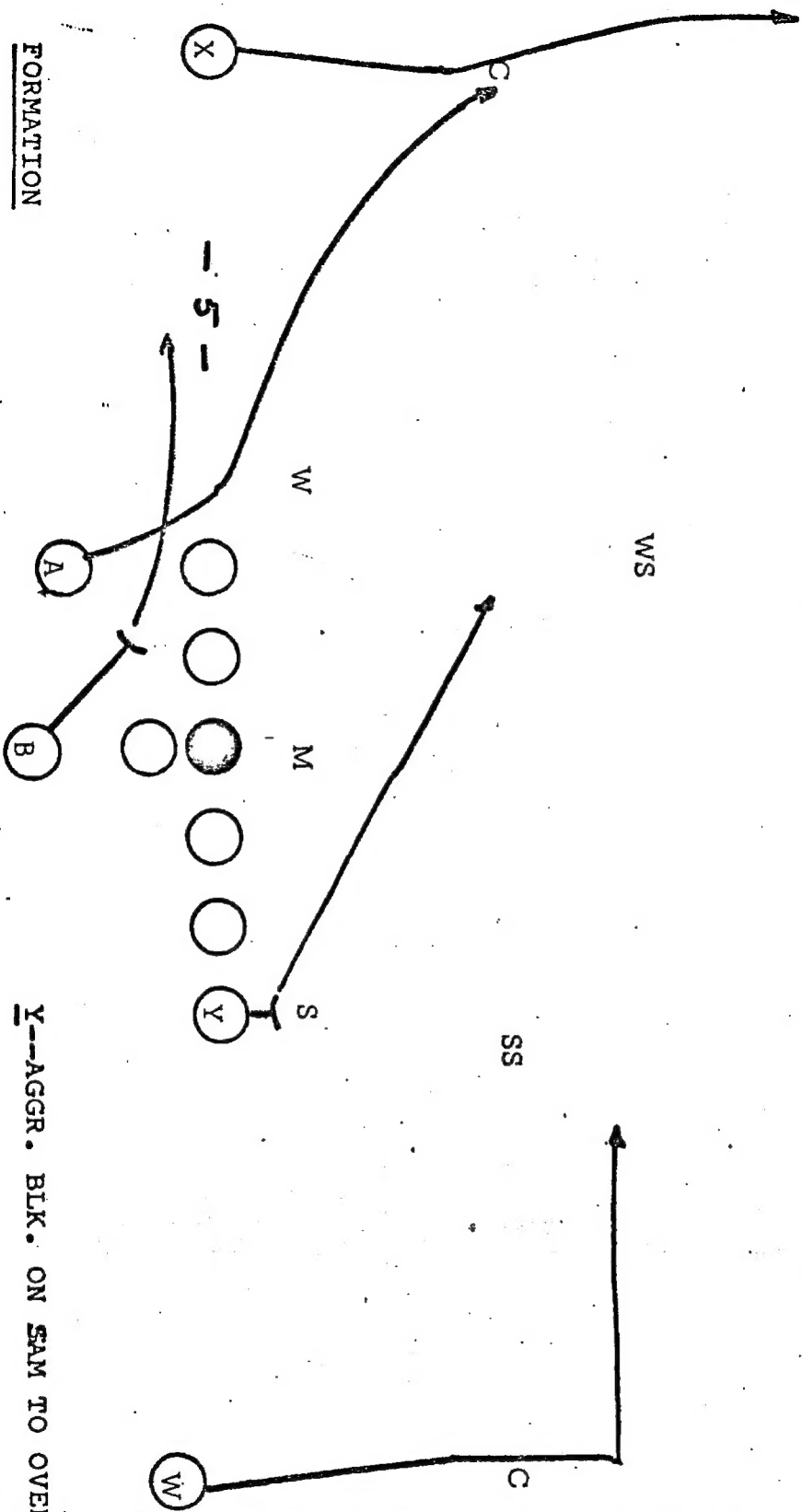
BOOTLEG RT. 7 PASS A CIRCLE





Y--AGGR. BLOCK ON SAM

PLAY PASS 35 X GO A TRAIL.



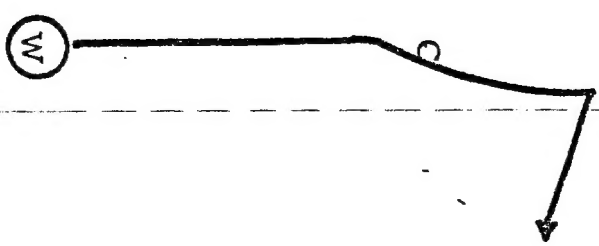
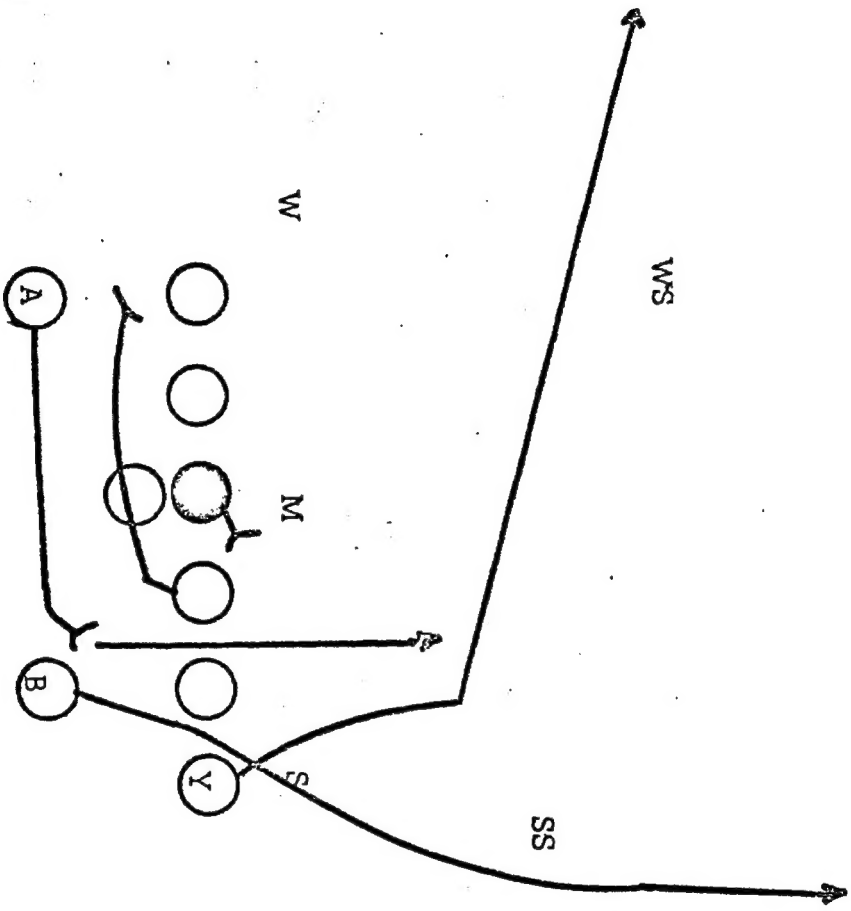
FORMATION
FLANKER

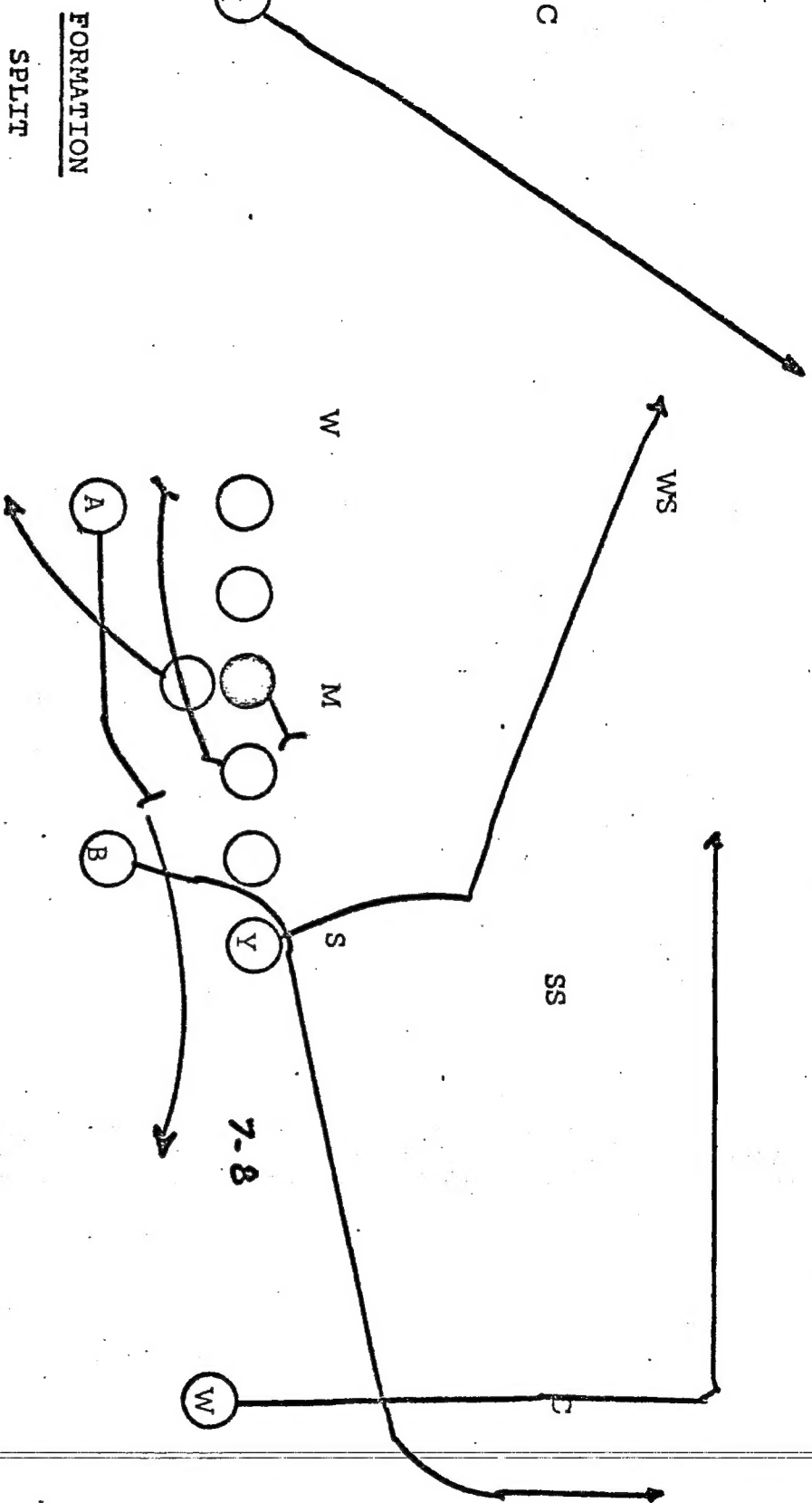
Y--AGGR. BLK. ON SAM TO OVER
B--GOOD 35 FAKE PICK UP WILL IF HE
BLITZ'S, NO BLITZ LEAK TO FLAT.

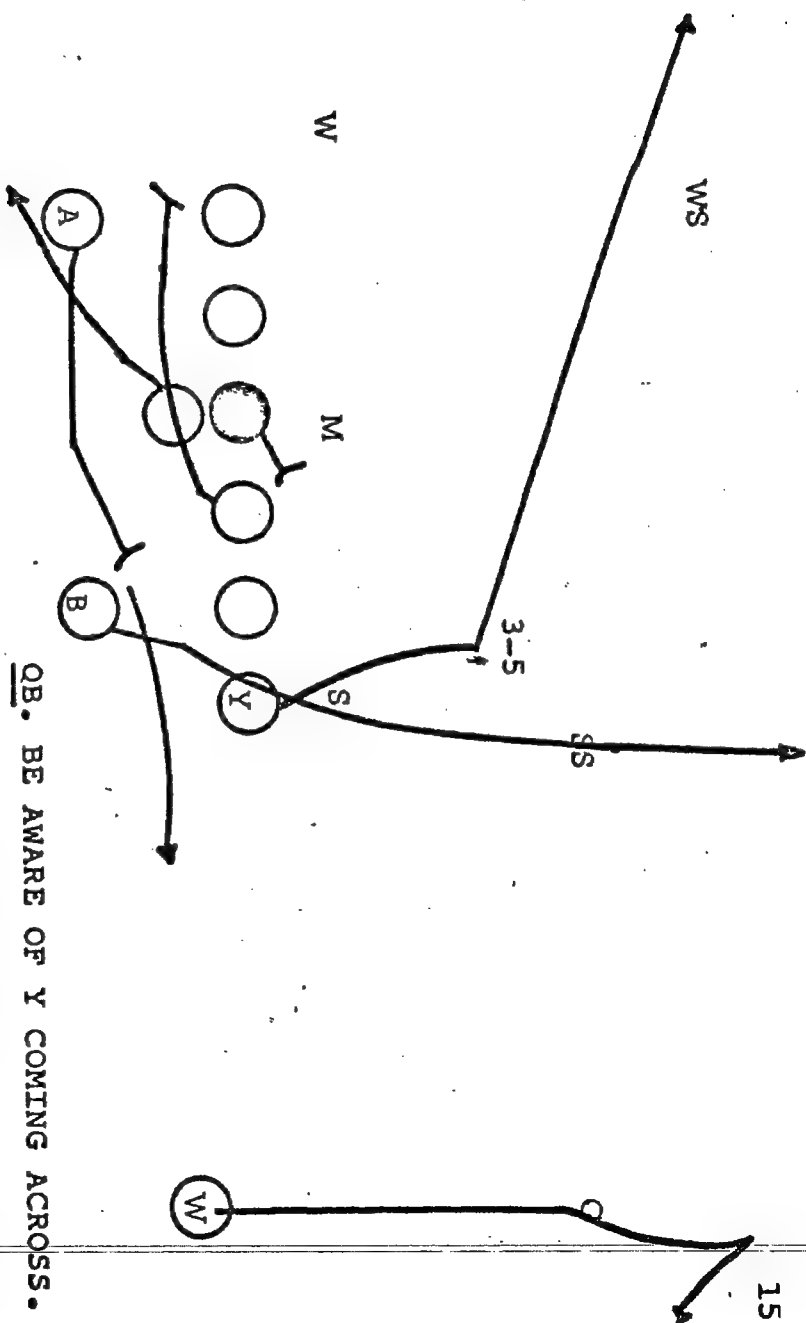


FORMATION

SPLIT RT.





1X
GO

SPLIT

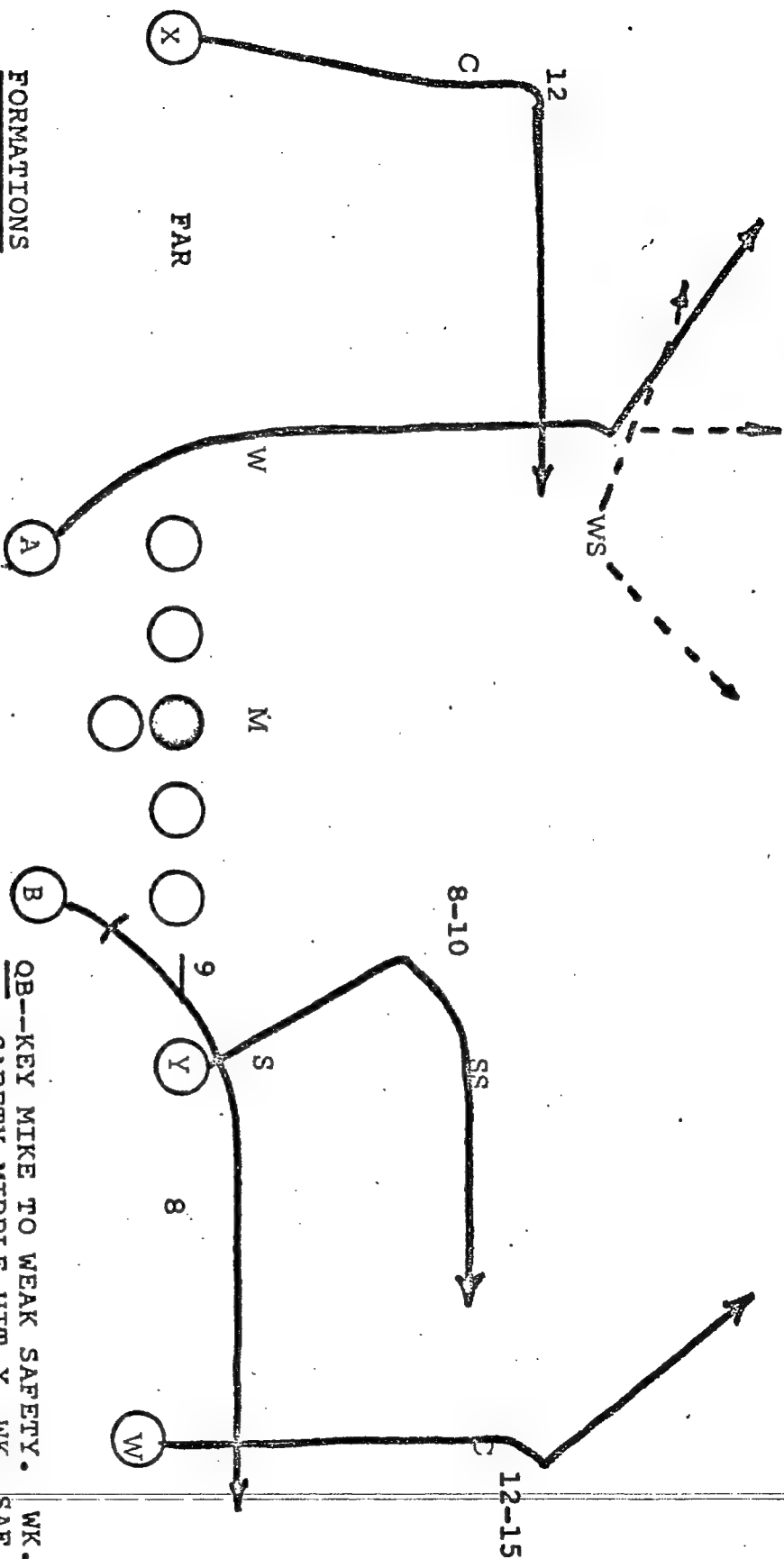
STRONG RT.

FLANKER RT.

QB. BE AWARE OF Y COMING ACROSS.

B ON BOOTLEGS IF NO ONE COVERS YOU
- LT IT BE KNOWN.

A COME ACROSS HARD AS ON 28 FAKE
CK. SAM TO FLAT.



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

NOTE

GOOD VS KEY, COMBINATION, FREE

QB--KEY MIKE TO WEAK SAFETY. WK. SAF. GOES. SAFETY MIDDLE HIT X, WK. SAF. GOES. WK. OR COVERS A HIT WING.

A--RUN FLAG, WK. SAF. COVER YOU RUN FLAG, WK. SAF. GOES MIDDLE, RUN UP. WK. SAF. FLAT TO Y RUN CORNER.

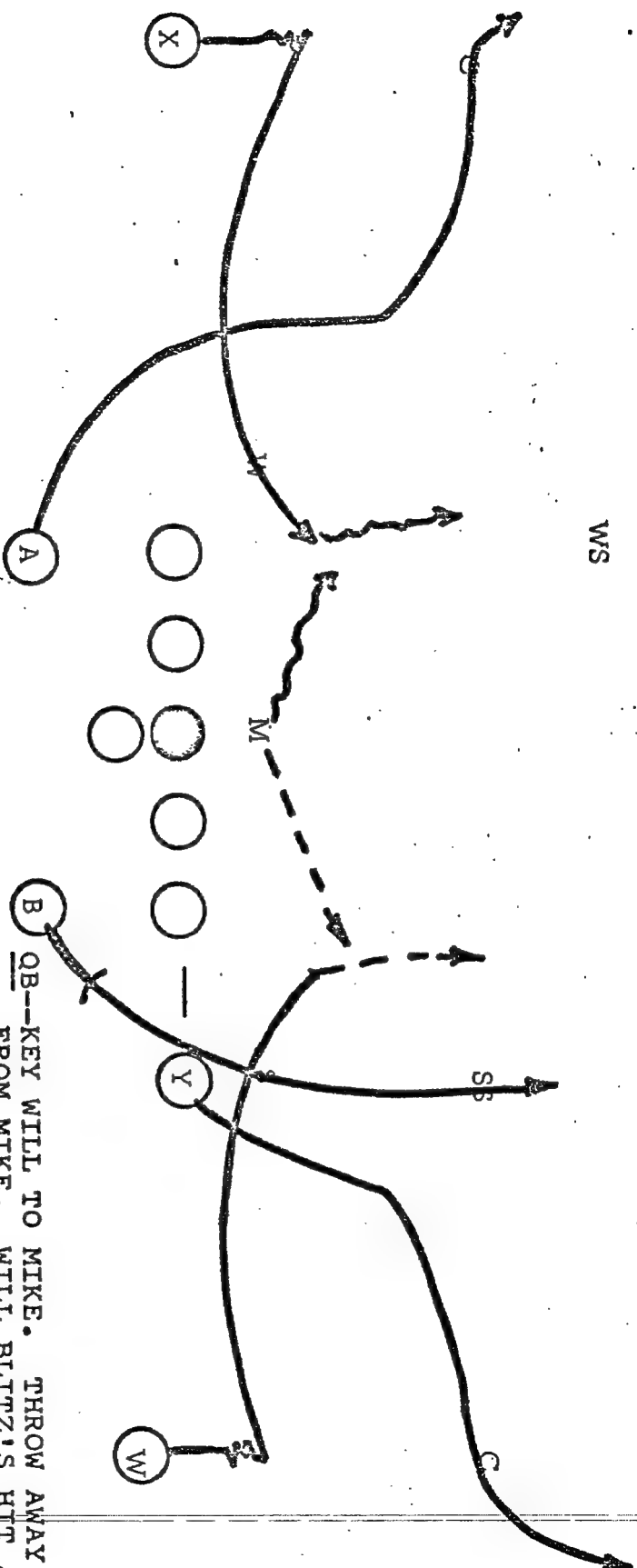
B--SAM TO FLAT.

Y--LOOK IN TO DRAG.

WING--ZIG IN.

X--DRIVE DELAY TO LET A BACK CLEAR AREA.

SWING DETROIT PASS



QB--KEY WILL TO MIKE. THROW AWAY
FROM MIKE. WILL BLITZ'S HIT A ON
A QK. FLAT.

B--SAM TO UP.

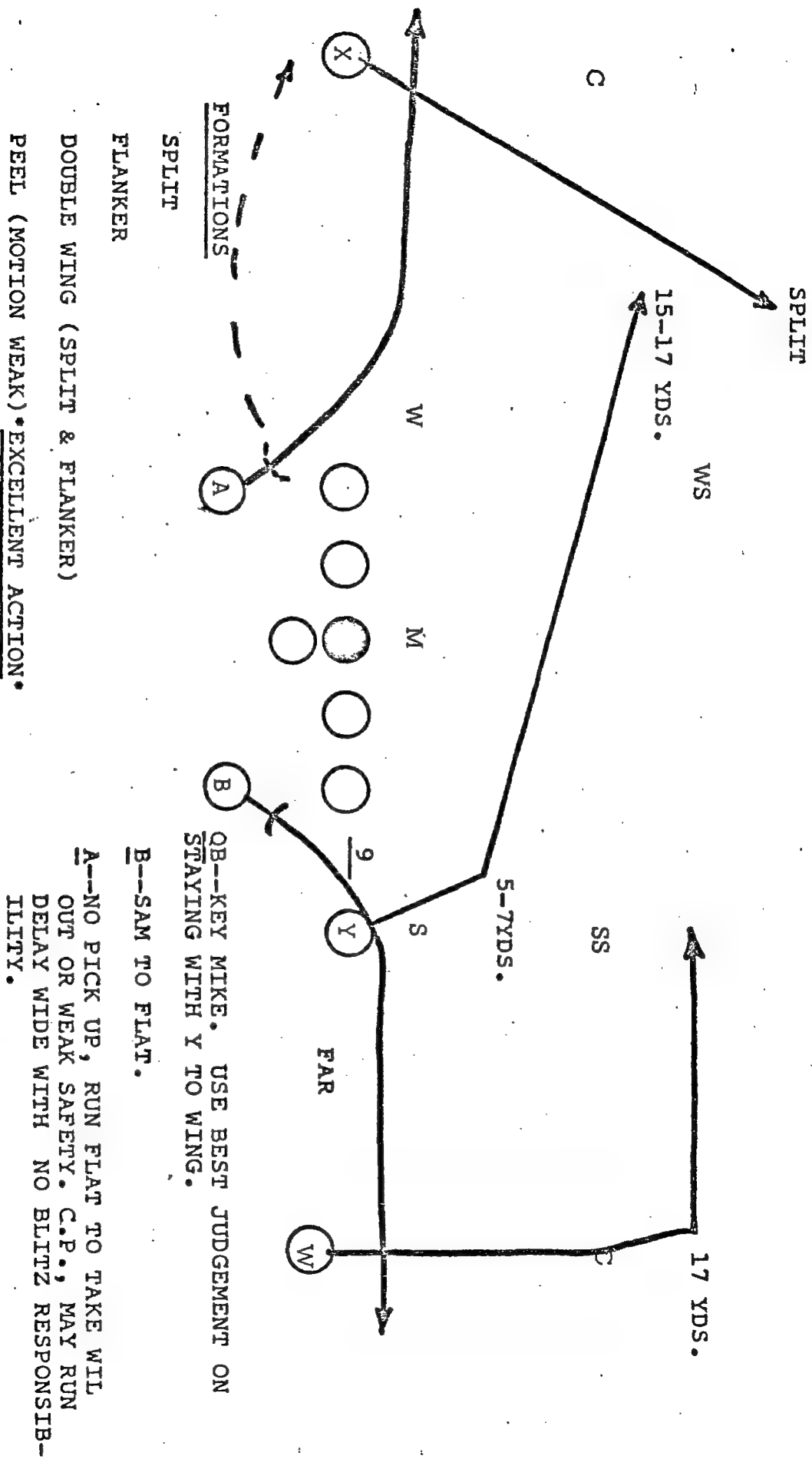
A--SCREEN WEAK CORNER TO CORNER.
WILL BLITZ RUN QUICK FLAT.

X--KEY WILL, WILL BLITZ'S RUN SLANT.
NO BLITZ RUN STUTTER.

Y--SCREEN STRONG CORNER RUN GO.

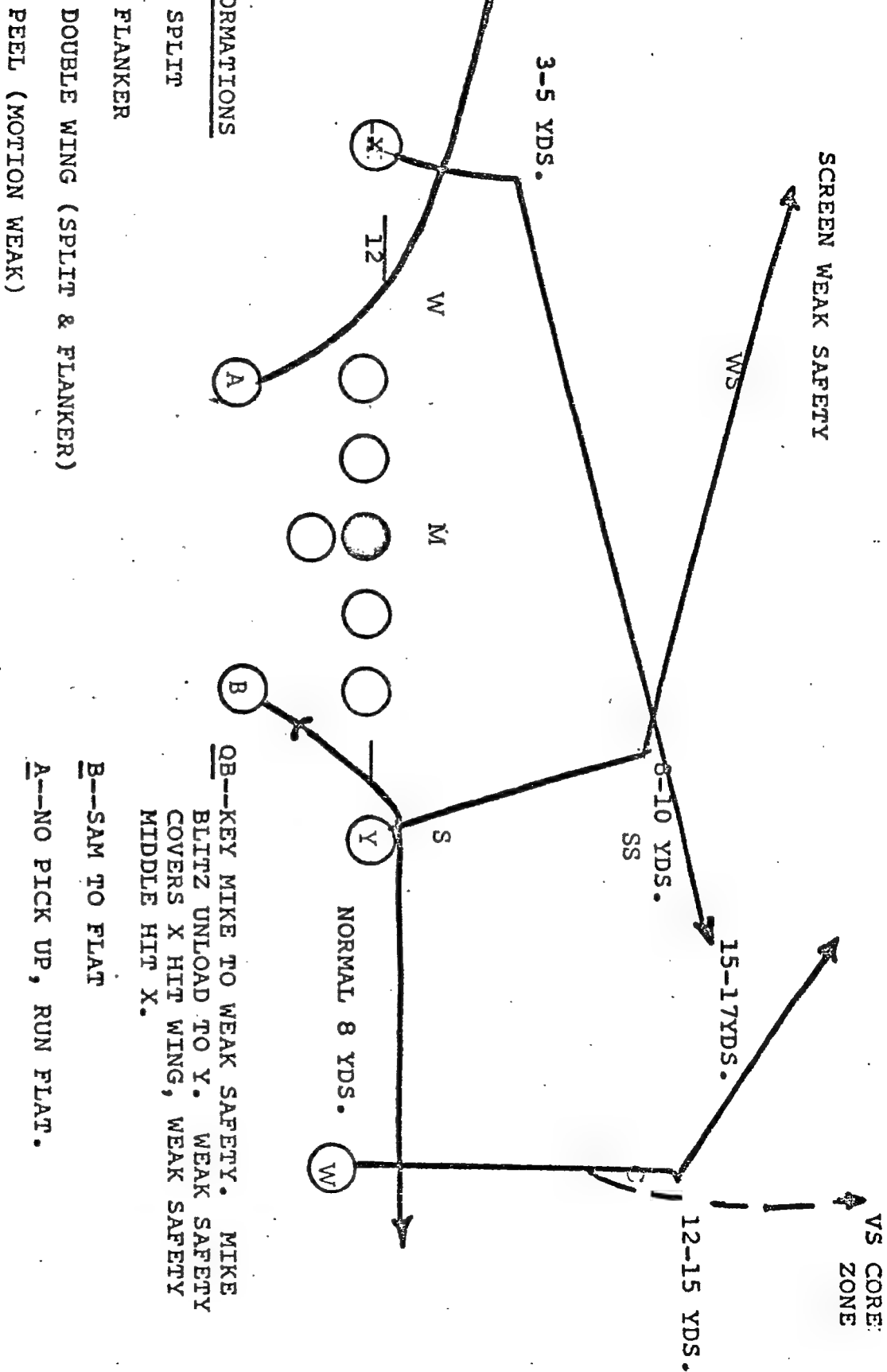
WING--DEEPEN A YARD AND HALF, RUN STUTTER.

BACKS DIVIDE CROSS WING CENTER



Y--MIKE GOES WITH YOU DEEPEN ROUTE,
OTHERWISE AVOID HIM.
WING---VS CORE ZONE GO OUTSIDE DHB TO
CENTER.

BACKS DIVIDE DOUBLE CROSS WING POST



QB--KEY MIKE TO WEAK SAFETY. MIKE BLITZ UNLOAD TO Y. WEAK SAFETY COVERS X HIT WING, WEAK SAFETY MIDDLE HIT X.

B--SAM TO FLAT

A--NO PICK UP, RUN FLAT.

WING--RUN POST. VS CORE ZONE RUN FLY.

X--CLEAR WILL AND MIKE IF HE COMES YOUR WAY, GAIN DEPTH AS YOU COME ACROSS. DEEPEN MORE IF MIKE GOES SAME DIRECTION.

NOTE (ALTERNATE ROUTES)
I PASS STRONG BETTER FOR CORE ZONE.
Y QUICK DRAG WING TURN IN BETTER FOR
SALLY ZONE.

QE--KEY WILL TO MIKE. WILL BLITZ'S HIT
A OR X. MIKE STRONG HIT A, MIKE
WEAK HIT B OR Y.

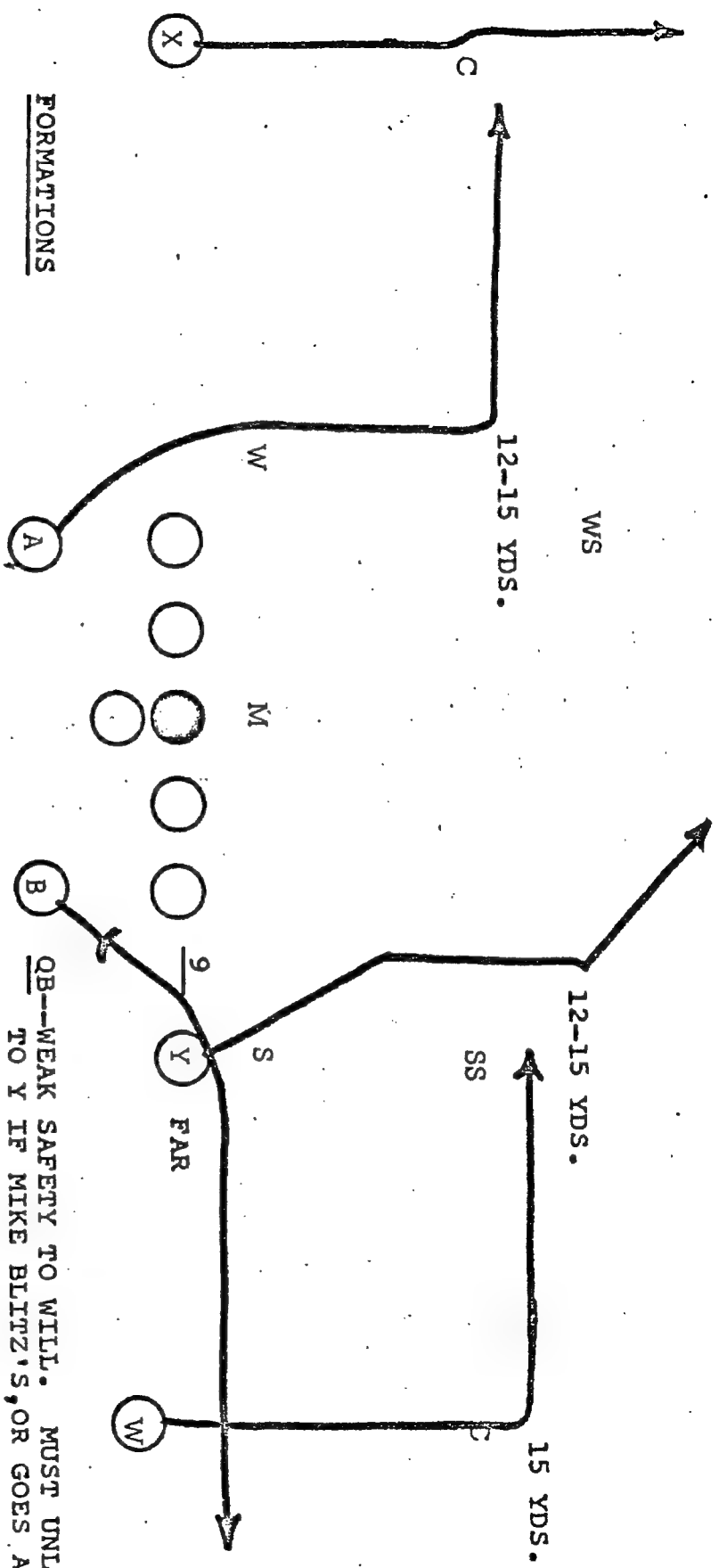
B--SAM TO ANGLE. MIKE COMES TO YOU
RUN UP. SAM WIDENS. YOU WIDEN.

A--OPTION ON WILL. WILL BLITZ'S
RUN QUICK FLAT. MIKE COMES YOUR
WAY RUN UP.

Y--HAS OPTION ON SAFETY. TURN IN OR OUT.

~~X--~~RUN SPLIT KEYING WEAK SAFETY. WEAK
SAFETY COVERS A RUN QUICK POST.

WING-----VS CORE ZONE RELEASE OUT. 7F. OF
STRONG CORNER TO DEEP CO. 1K.



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL (X LOOSE)(MOTION WEAK)

QB--WEAK SAFETY TO WILL. MUST UNLOAD TO Y IF MIKE BLITZ'S, OR GOES AWAY HE CAN UNLOAD. WEAK SAF. STAYS WITH A HIT Y.
B--SAM TO FLAT.

A--WEAK SAFETY MIDDLE DEEPEN ROUTE AND RUN ON WILL. OPTION TO STOP.

X--GO PATTERN. LOOK FOR BALL AS SOON AS YOUR EVEN WITH CORNER.

Y--LOOK FOR UNLOAD TO POST. RUN GO VS ZONE.

WING--VS CORE ZONE GO INSIDE CORNER TO CENTER.

98



SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

••NOTE--CAN BE CALLED SWING 6.

QB--MUST KEY TO WEAK SAFETY

A--QUICK FLAT IF WILL BLITZ'S.

*****NOTE--GOOD VS COMBINATION COVERAGE,
SLOT ZONE, FREE SAFETY.

B--SAM TO FLAT

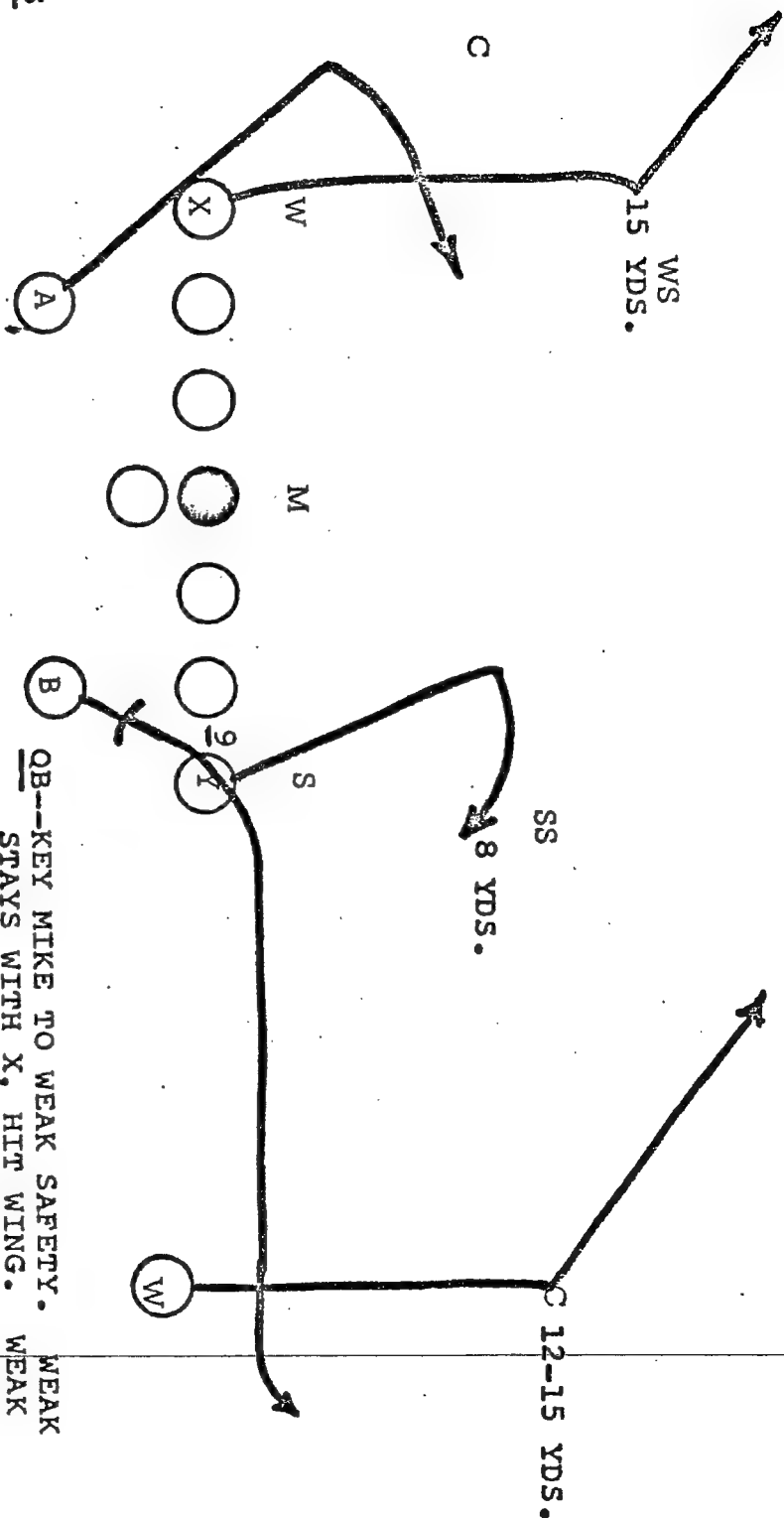
A--TAKE WILL OR WEAK SAFETY OUT OF
X ROUTE, RUN FLAT 4 YDS. UPFIELD.
RUN QUICKER IF WILL BLITZ'S.

Y-LOOK FOR UNLOAD AT ALL TIMES TO
CORNER. VS ZONE RUN GO.

WING---VS CORE ZONE RUN DEEPER TURN IN.

X--KEY WEAK SAFETY, BREAK LATE OR OK.
--ON HIS DEPTH.

BACKS DIVIDE 94 LOOSE SWITCH (RIGHT FORMATION)
84 LOOSE SWITCH (LEFT FORMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

QB--KEY MIKE TO WEAK SAFETY. WEAK STAYS WITH X, HIT WING. WEAK SAFETY MIDDLE, HIT A. MUST UNLOAD TO Y IF MIKE BLITZ'S.

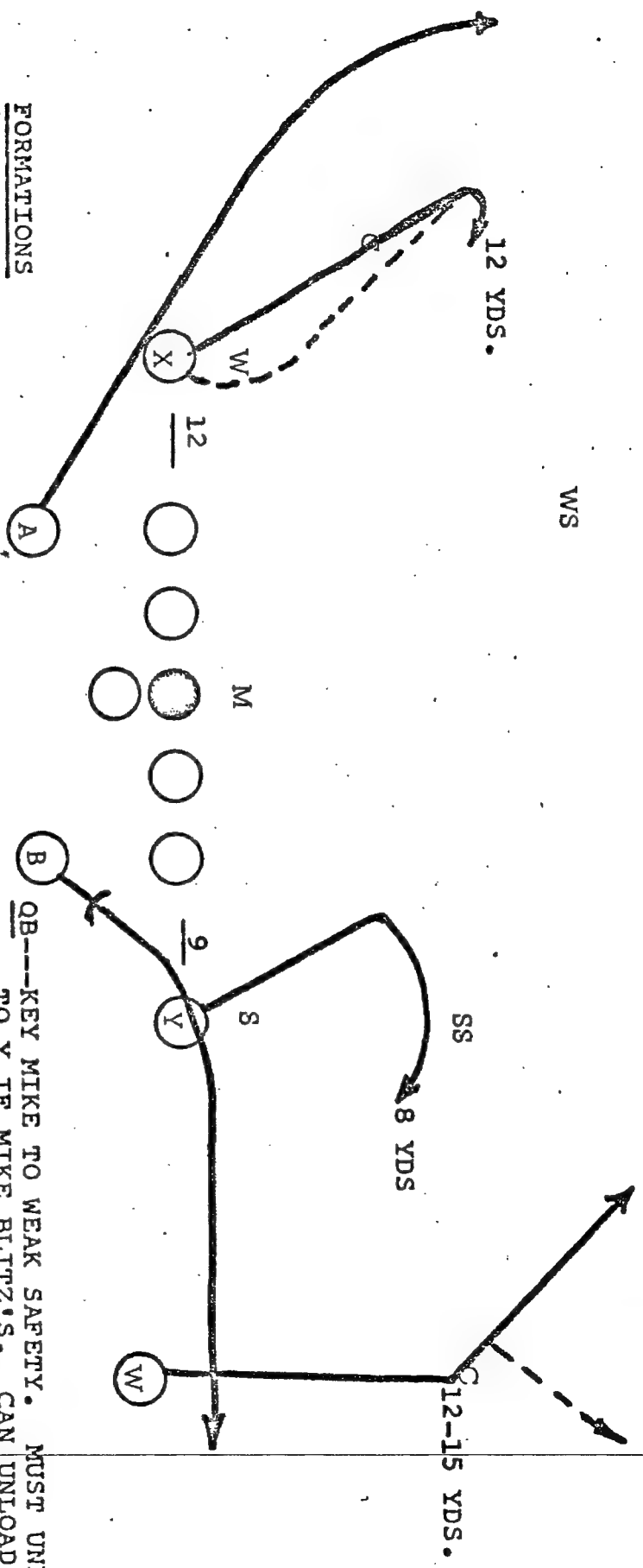
B--SAM TO FLAT.

A--RUN ANGLE ON WILL. LOOK FOR BALL ON BREAK.

Y--LOOK FOR UNLOAD AT ALL TIMES TO TURN OUT TO HOLD STRONG SAFETY.

X--TIGHT, RELEASE OUTSIDE TO DRAW WILL. RUN DEEP TURN OUT VS IN OUT COVERAGE.

BACKS DIVIDE 94 LOOSE (RIGHT FORMATION) (WING ZIG OUT)---
84 LOOSE (LEFT FORMATION) (WING ZIG OUT)---



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL (MOTION WEAK)

NOTE---CAN BE CALLED SWING 4.

QB---KEY WILL TO WEAK SAFETY.

VS WILL BLITZ, A RUN QUICK FLAT AND LOOK FOR BALL. QB MUST UNLOAD TO A.

QB---KEY MIKE TO WEAK SAFETY. MUST UNLOAD TO Y IF MIKE BLITZ'S. CAN UNLOAD TO Y IF MIKE GOES AWAY. WEAK SAFETY COVERS X HIT WING, WS MIDDLE, HIT X.

B---SAM TO FLAT.

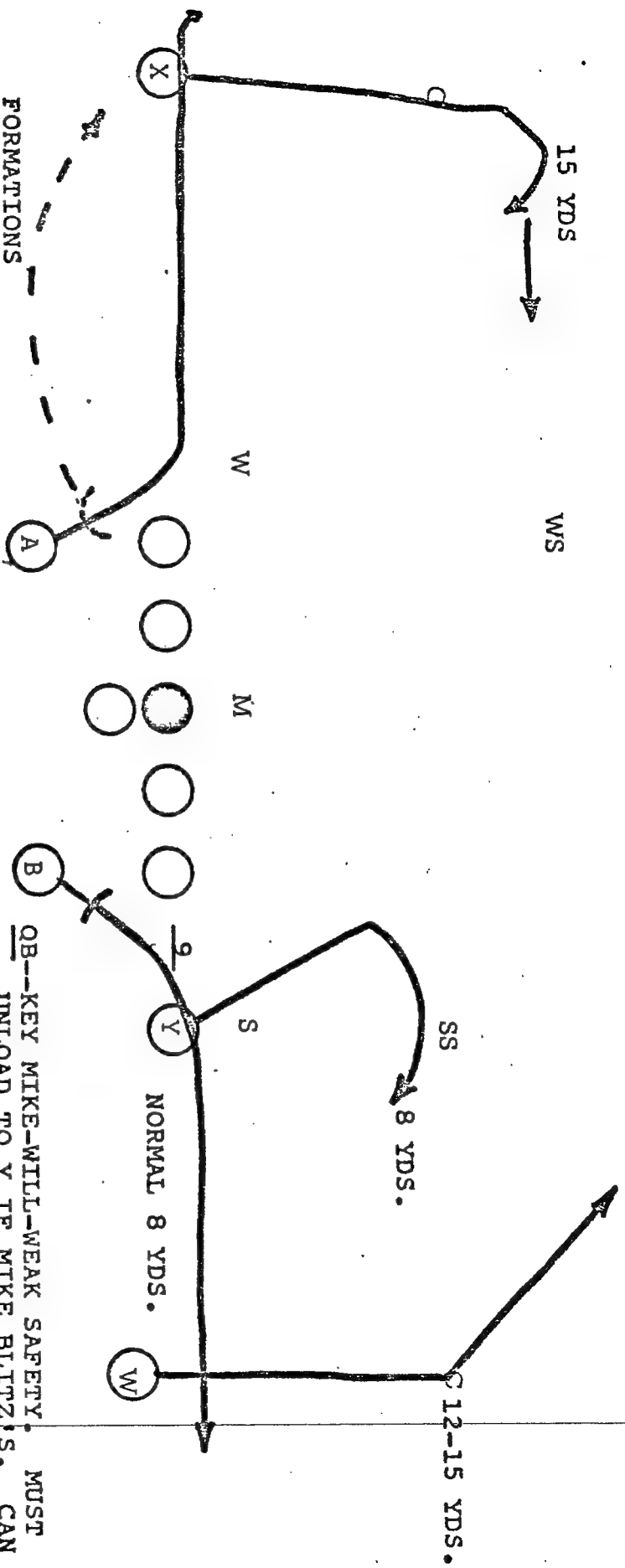
A---RUN STRAIGHT AND UP.

Y---LOOK FOR UNLOAD AT ALL TIMES TO TURN OUT TO HOLD STRONG SAFETY.

WING---VS CORE ZONE RUN DEEP COMEBACK.

X---BEST RELEASE, VS BLITZ TURN AWAY FROM WEAK SAFETY.

BACKS DIVIDE 94 (RIGHT FORMATION)
84 (LEFT FORMATION)



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

PEEL LT. (MOTION WEAK)

***NOTE---CAN BE CALLED SWING 4
 OB KEY WILL TO WEAK SAFETY.
A---LOOK FOR BALL IMMEDIATELY
 IF WILL BLITZ'S. ON DELAY
 BLOCK WILL.

OB---KEY MIKE-WILL-WEAK SAFETY. MUST
 UNLOAD TO Y IF MIKE BLITZ'S. CAN
 UNLOAD TO Y IF MIKE GOES AWAY.

B---SAM TO FLAT.

A---NO PICK UP TAKE WILL WIDE. (---MAY
 USE DELAY WIDE VS FREE SAFETY OR
 MIKE READ A BACK.)

Y---LOOK FOR UNLOAD AT ALL TIMES TO
 TURN OUT TO HOLD STRONG SAFETY.

WING---VS ZONE RUN DEEP COMEBACK

83



A---NO PICK UP. TAKE WILL WIDE.
RELEASE AT X POSITION AND LOOK
FOR BALL.
Y---LOOK FOR UNLOAD AT ALL TIMES TO
TURN OUT. HOLD STRONG SAFETY.

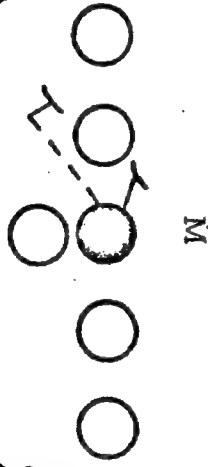
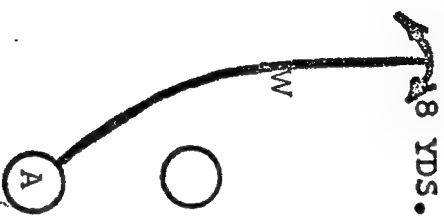
BACKS DIVIDE 91 (81)

WS

15-17 YDS



18 YDS.



B

Y

S

SS

15

W

normal or far

FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

QB--KEY MIKE TO WILL

B--SAM TO FLAT

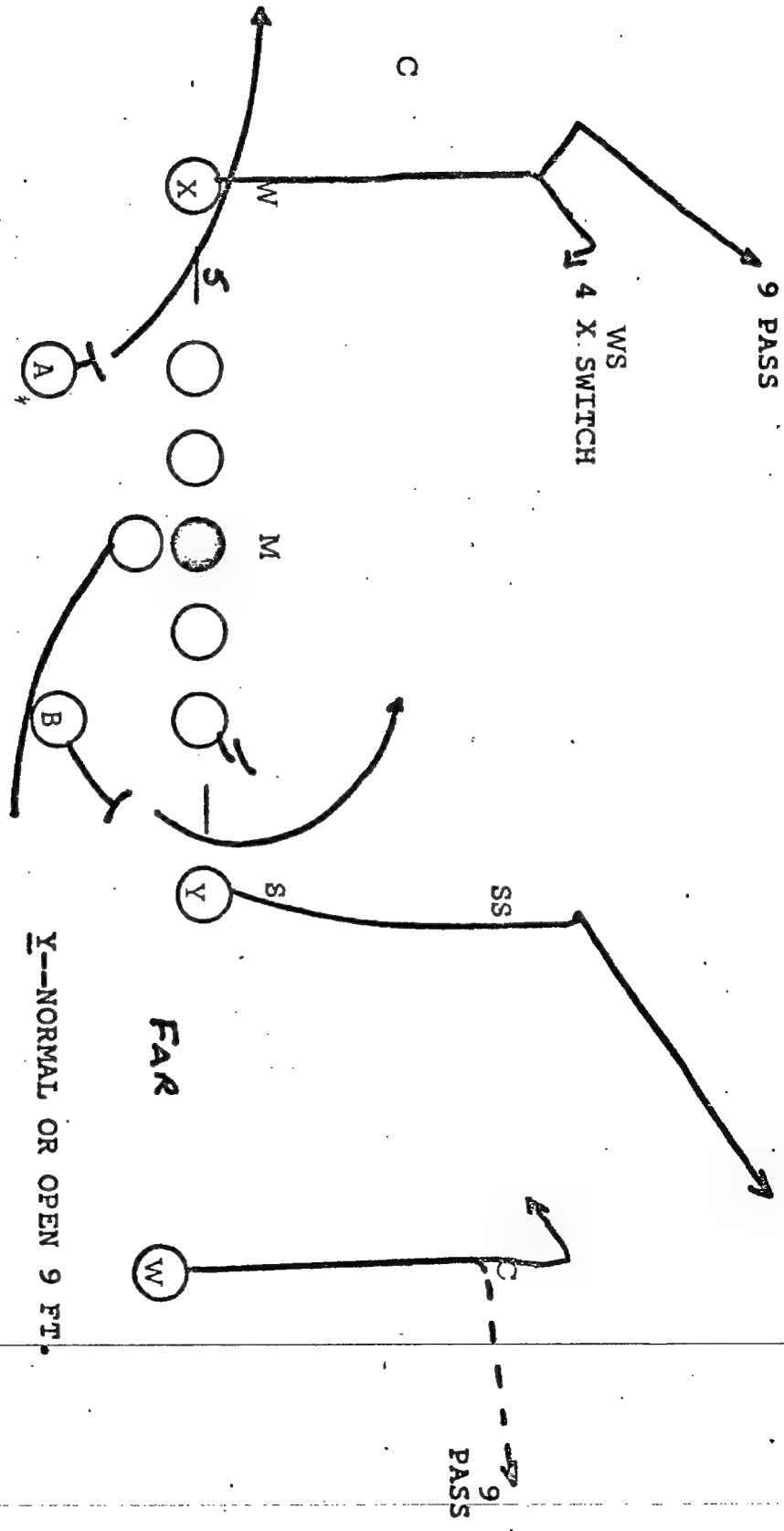
A--NO PICK UP--CONTAIN WILL.

NOTE--CAN BE CALLED SWING 1. QB KEY WILL. (THIS CALL CHANGES THE BLOCKING.)

Y--LOOK FOR UNLOAD AT ALL TIMES TO CORNER. VS ZONE RUN UP.

WING--VS ZONE RELEASE OUTSIDE DHB. RUN DEEPER TURN IN.

ROLL RIGHT 9 PASS -----

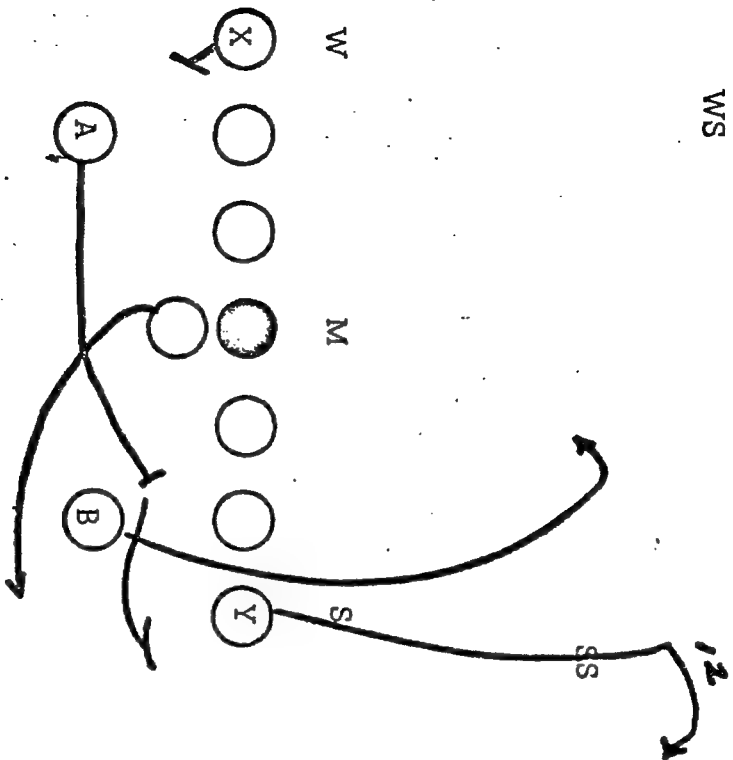


Y--NORMAL OR OPEN 9 FT.

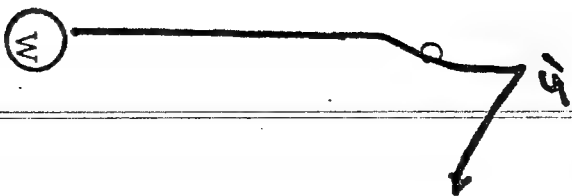
ROLL RIGHT 1 PASS

WS

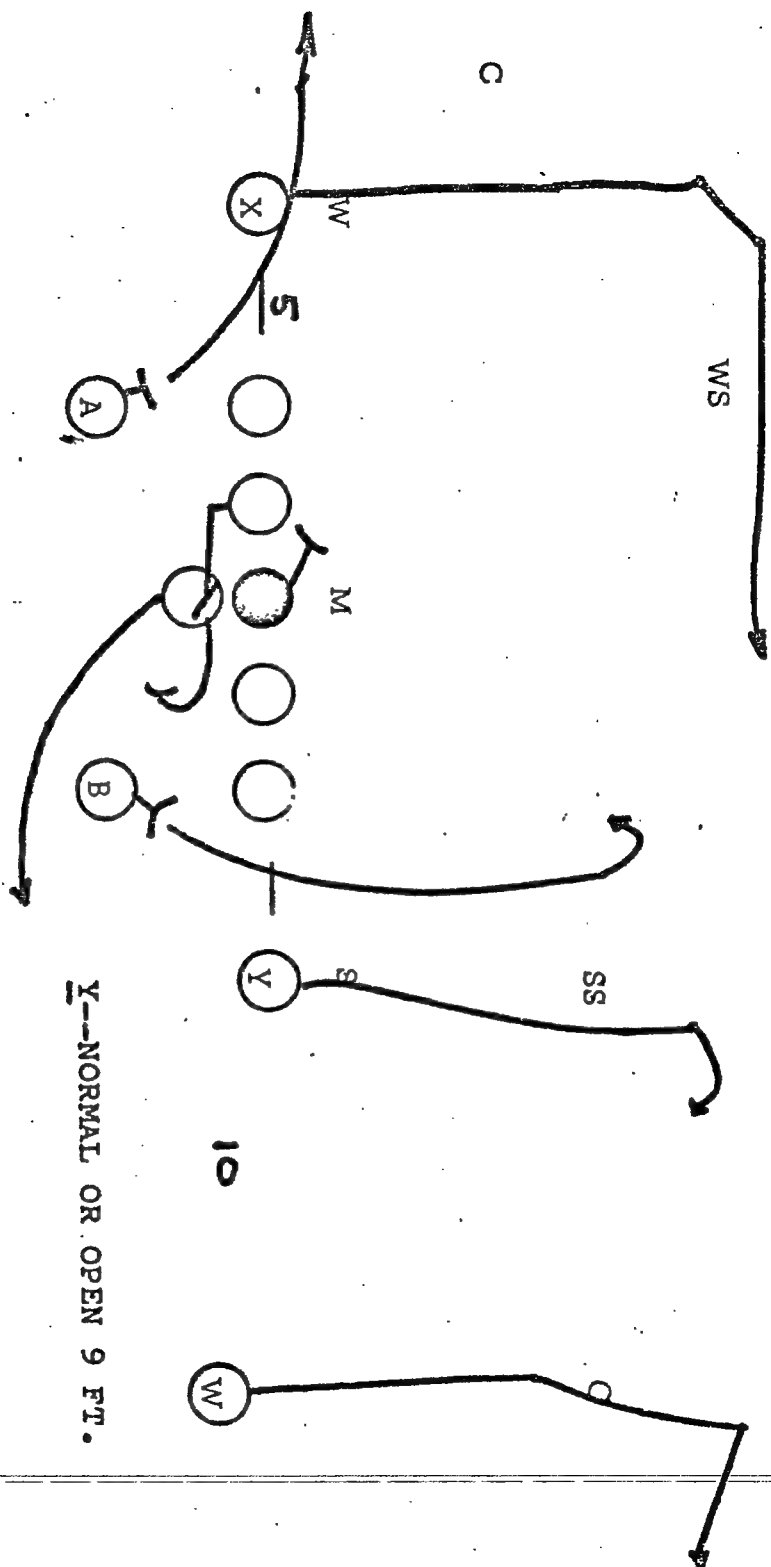
Q



0

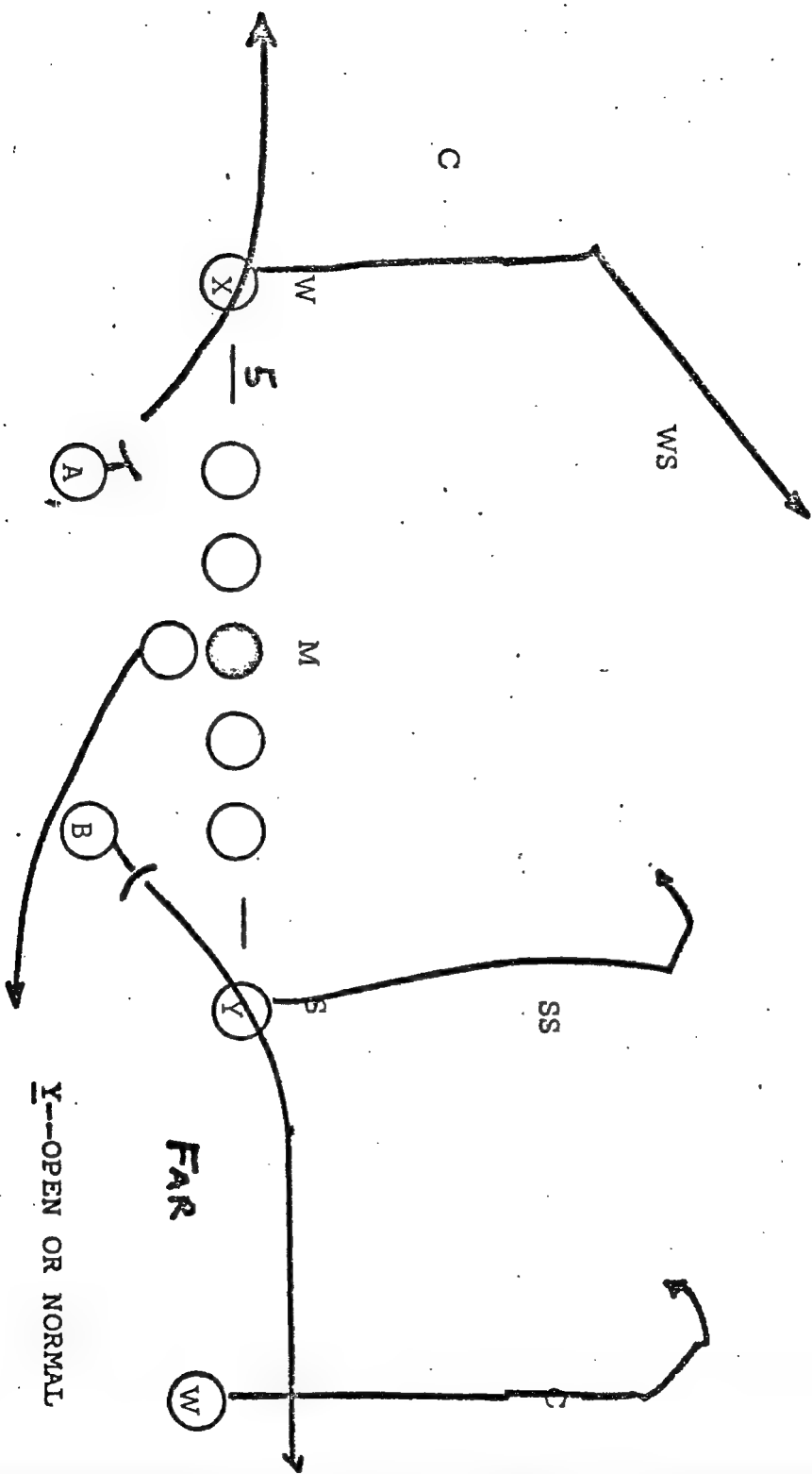


SPRINT RIGHT 1 PASS

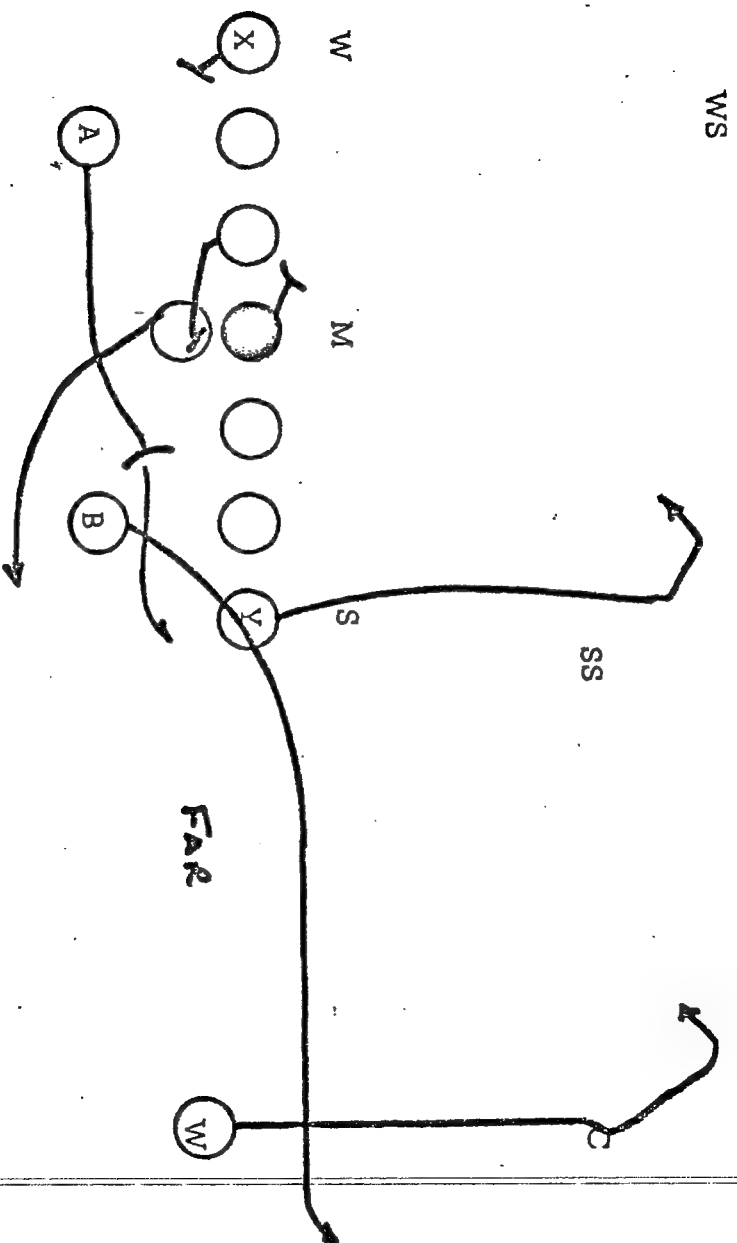


Y--NORMAL OR OPEN 9 FT.

SPRINT RIGHT 4 PASS



ROLL RT. 4 PASS



C

FAV

ROLL RIGHT 9 PASS -----

ROLL RIGHT 9 PASS

५२

M

A



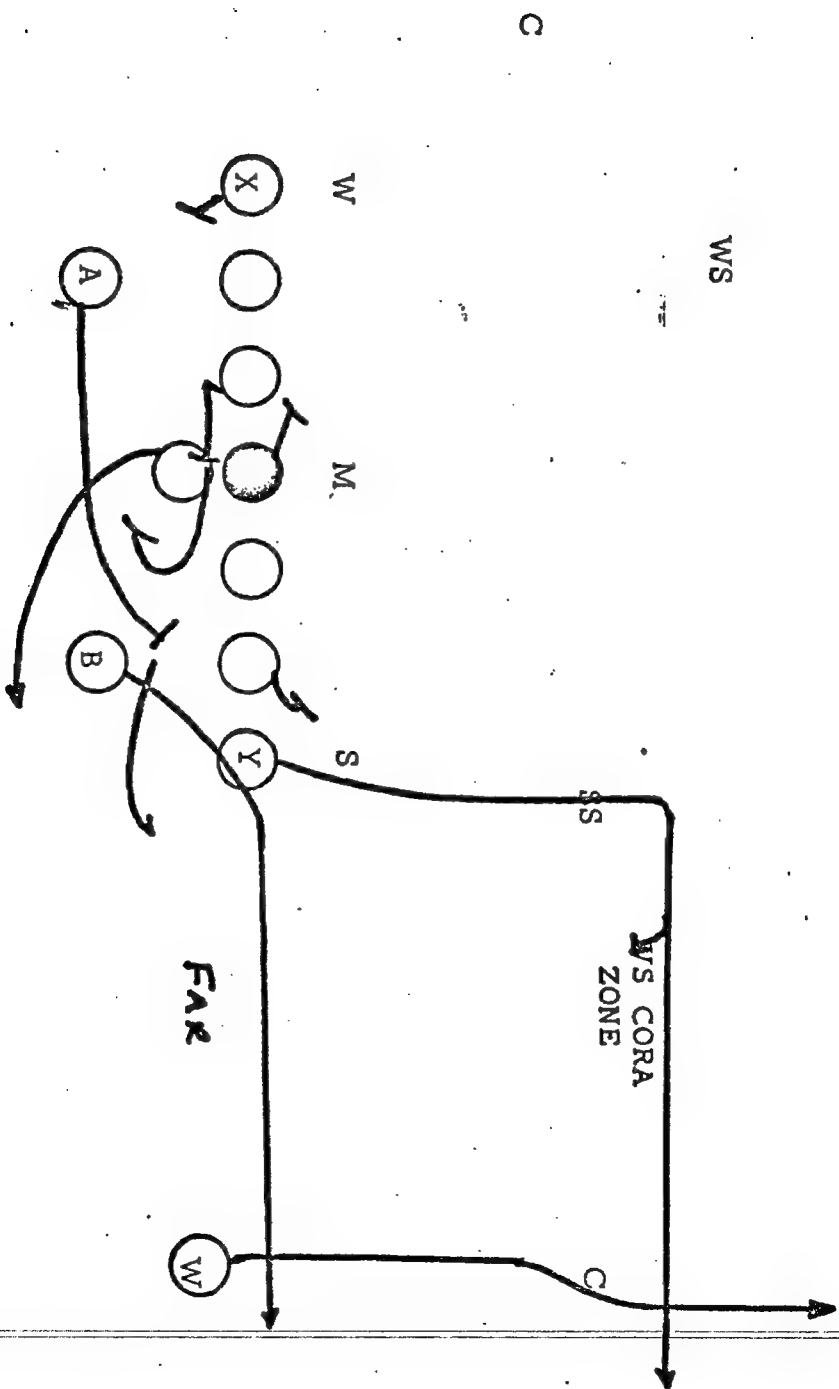
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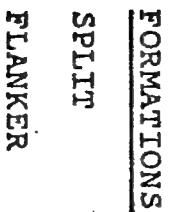
5

55

ROLL RIGHT 7 PASS



71 (71 AUTOMATIC)



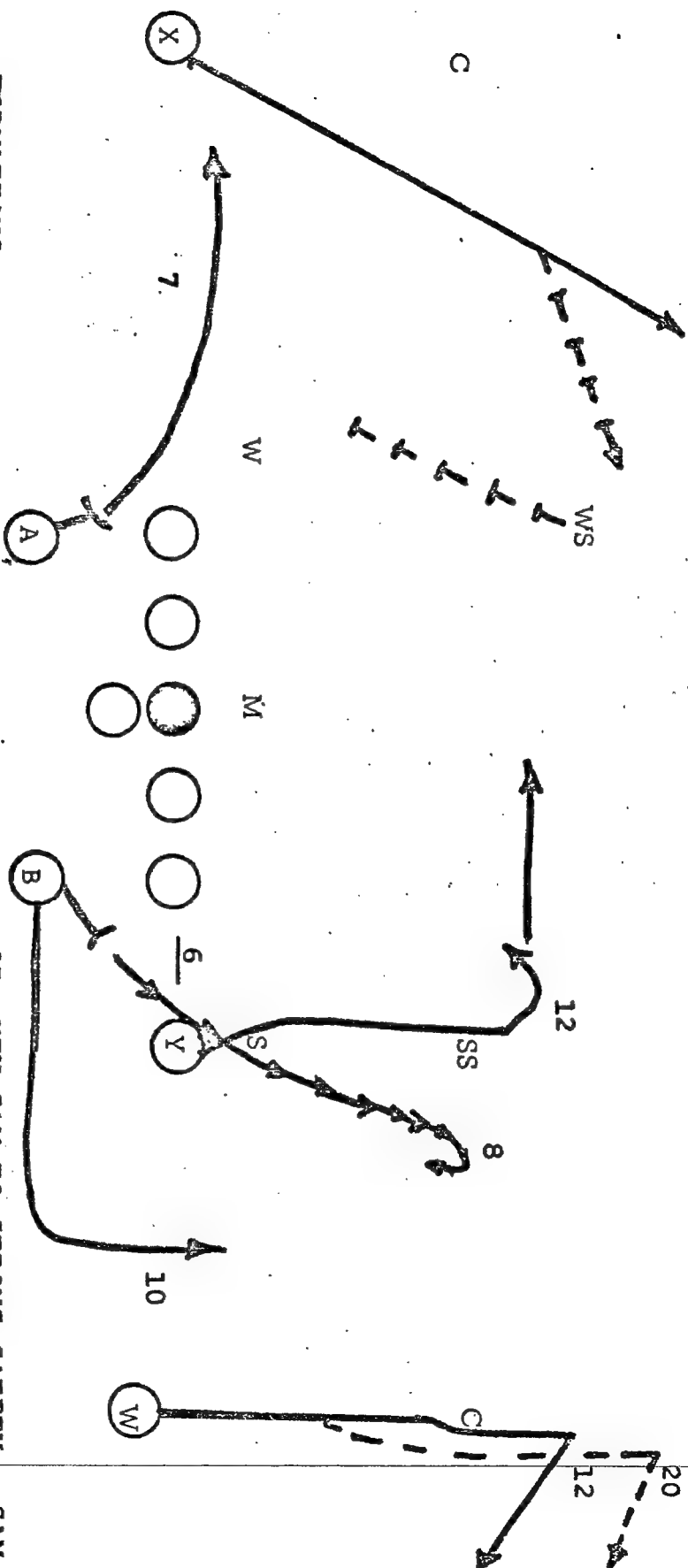
Y--RUN POST VS MAN, CREASE VS CORE ZONE.

WING--VS CORE ZONE RELEASE OUTSIDE DHB
20 YD. COMEBACK.

ALTERNATE ROUTE
Y TURN OUT AT 12 YDS.

STRONGSIDE COMBINATION

72 MIDDLE (72 AUTOMATIC)
72 STOP → → →



FORMATIONS

SPLIT

NOTES

INDIVIDUAL CALL TO X VS
TEAMS USING MIKE WEAK AND STRONG

(STRONG COVERAGES)

EXAMPLE--72 MIDDLE (X TURNBACK)

QB--KEY SAM TO STRONG SAFETY. SAM ON
B HIT WING, STR. SAF. ON B HIT WING
VS CORE ZONE, HIT B.

B--MIDDLE ROUTE, SPLIT THE DIFFERENCE
OF Y & WING, LOOK FOR BALL AS SOON
AS YOU TURN UPFIELD. NO BLITZ RES-
PONSIBILITY. HOOK, SAM TO STOP

A--WILL TO RELEASE.

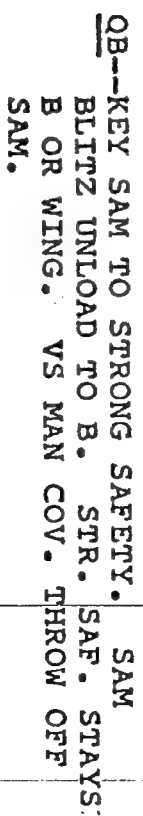
Y--INSIDE REL., KEY MIKE.

WING--VS CORE ZONE 20 YD. COMEBACK

X--KEY WK. SAF., WK. SAF. COMES UP

RUN QK POST.

73 (73 AUTOMATIC)



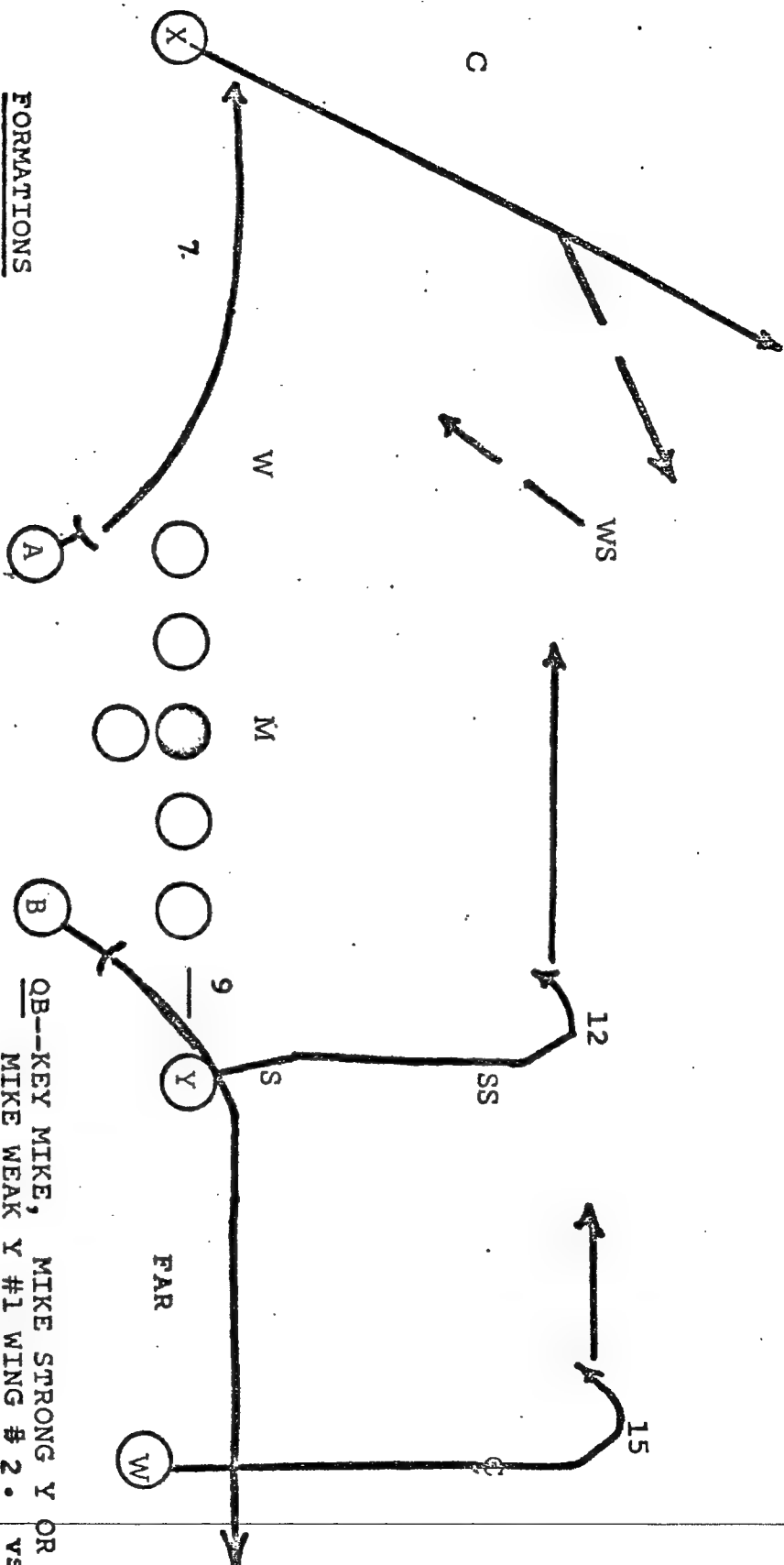
A--WILL TO RELEASE.

Y--OVER SCREEN MIKE.

WING--RELEASE INSIDE DHB VS CORE ZONE.

STRONGSIDE COMBINATION

74 (74 AUTOMATIC)



QB--KEY MIKE, MIKE STRONG Y OR WING.
MIKE WEAK Y #1 WING # 2. VS BLITZ
GO TO X.

B--SAM TB FLAT.

A--WILL TO RELEASE.

Y--KEY MIKE.

WING--KEY SAM OR STRONG SAF.. VS

CORE ZONE RELEASE OUTSIDE DHB
TO DEEP TURN IN.

FORMATIONS

SPLIT

FLANKER

STRONG

••NOTE••

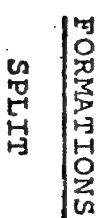
CAN CALL INDIVIDUALS TO
ON OUTSIDE PATTERNS.

EXAMPLE 74 X COMEBACK (A RUN 8 YD. STOP)

74 X ZIG OUT (EVERYONE ELSE RUN 74)

X--SPLIT, WEAK SAF. COMES UP TO COVER
A RUN QUICK POST.

74-X



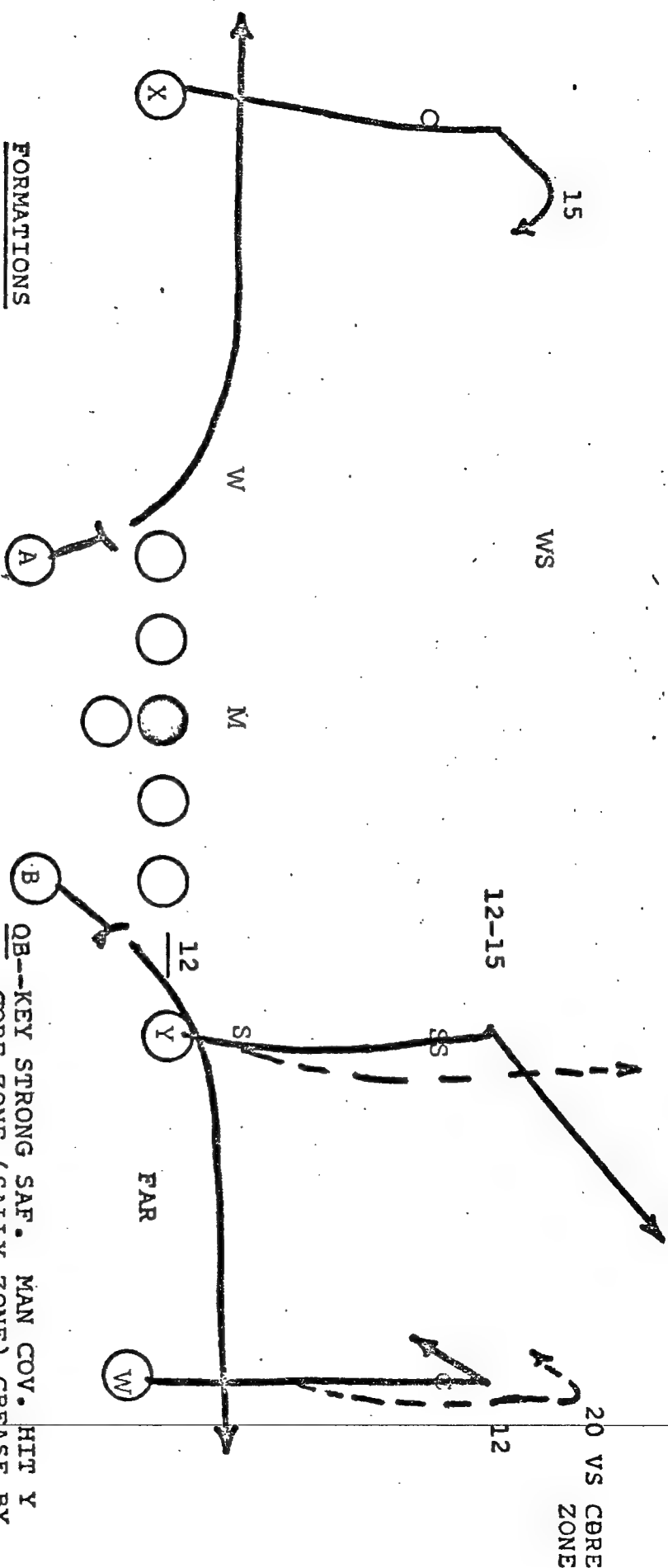
FLANKER

STRONG.

Y--KEY MIKE, MIKE GOES AWAY KEEP
COMING, MIKE COMES YOUR WAY SIT DOWN.
X--KEY MIKE, MIKE GOES AWAY KEEP COMING,
MIKE COMES YOUR WAY SIT DOWN.

WING-----POST, YOU ARE A KEY RECEIVER.

74 X SWITCH



75 (75 AUTOMATIC) (X & WING QK. TURN OUT)

WS



FLANKER

DOUBLE WING (SPLIT & FLANKER)

TACKLES AGGR.

A-B--AGGRESSIVE ON SAM AND WILL.

C.P. CAN CHANGE TO HELP ON D.E..
A--WK. SAF. COVERS YOU, RUN STOP.

WEAK SAE. GOES AWAY RUN UP.

XAWING--GET HEAD & SHOULDERS AROUND &
LOOK FOR BALL ON BREAK. NOT
THROWN RUN GO.

(76 AUTOMATIC)



SPLIT

FLANKER

STRONG (THINK X ON COMEBACK)

A--WILL TO STOP.

B--SAM TO CIRCLE. RUN ROUTE INTO
WEAK SAF. AREA.

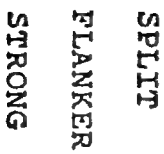
QB--KEY STRONG SAFETY. STRONG SAF.
HANGS HIT Y (BE CONSCIOUS OF STR. C.

---DRIVE UPFIELD USE SAM TO PUSH OFF
- TO QK DRAG. VS CORE ZONE COME
BACK TO LINE OF SCRIMAGE.

WING--RUN POST OFF STRONG SAFETY. STR. S.
COVERS Y TIGHT QUICK POST, LOOSE
RUN NORMAL POST.

X--COMEBACK

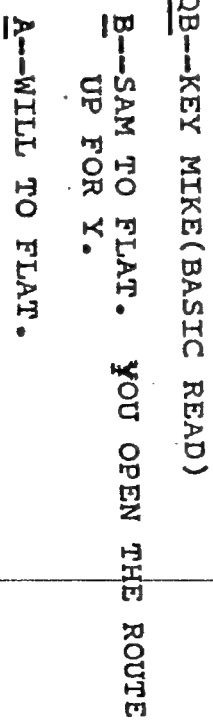
76 X & WING TURN IN



WING--VS CORE ZONE RUN TURN IN DEEPER.

X-TURN IN.

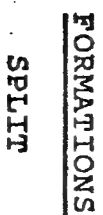
77 (77 AUTOMATIC)



Y--DRAG VS CORE ZONE RUN DEEP TURN OUT.
VS SALLY ZONE DEPTH IS IMPORTANT
SO YOU CAN READ THE DEFENSE.

WING---RELEASE OUTSIDE DHB VS CORE ZONE.

78 DOUBLE CROSS WING POST



FLANKER

VERY GOOD WITH DRAW ACTION.

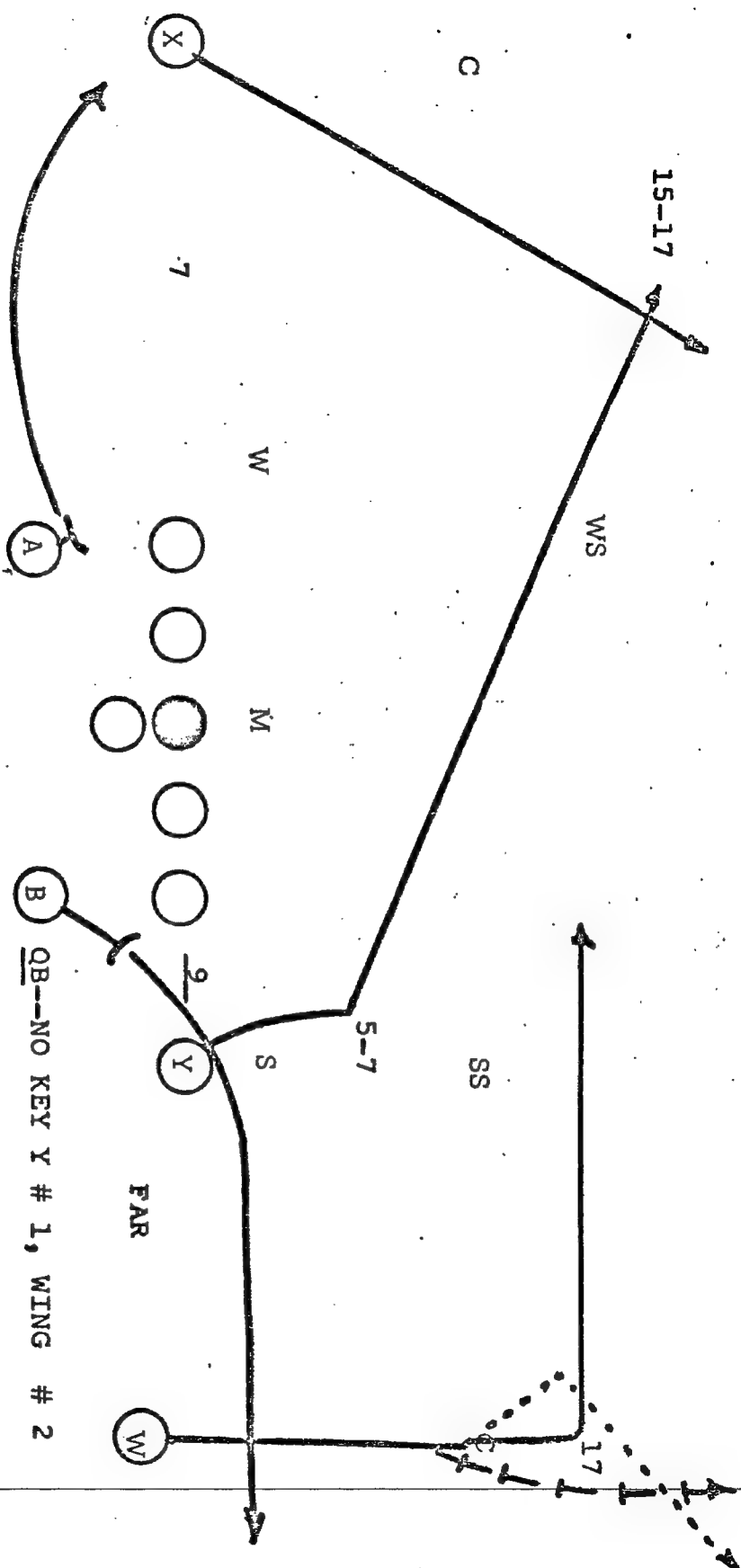
X--AVOID MIKE COMING YOUR WAY.
MIKE GOES YOUR DIRECTION DEEPEN.

STRONGSIDE COMBINATION

78 CROSS WING CENTER (78 AUTOMATIC)

WING ZIG OUT.....

WING GO -1-1-1-1



FORMATIONS

SPLIT

FLANKER

NOTE

VERY GOOD WITH DRAW ACTION

A--2 COUNT DELAY TO WIDE.

B--SAM TO FLAT

QB--NO KEY Y # 1, WING # 2

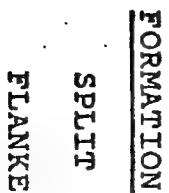
FAR

X--SPLIT KEY THE WEAK SAFETY, WEAK SAFETY COVERS A BREAK TO QUICK POST.

Y--RUN ACROSS, UNDER OR OVER MIKE. GAINING DEPTH, MIKE GOES YOUR DIRECTIO DEEPEN.

WING--VS CORE ZONE GO OUTSIDE DHB TO CENTER ZIG OUT, GO VS CORE ZONE-DEEP COME-BACK.

79 (79 AUTOMATIC)



B--SAM TO PATTERN.

A--WILL TO FLAT & UP

X-ZIG IN LOOK FOR BALL ON IN BREAK.

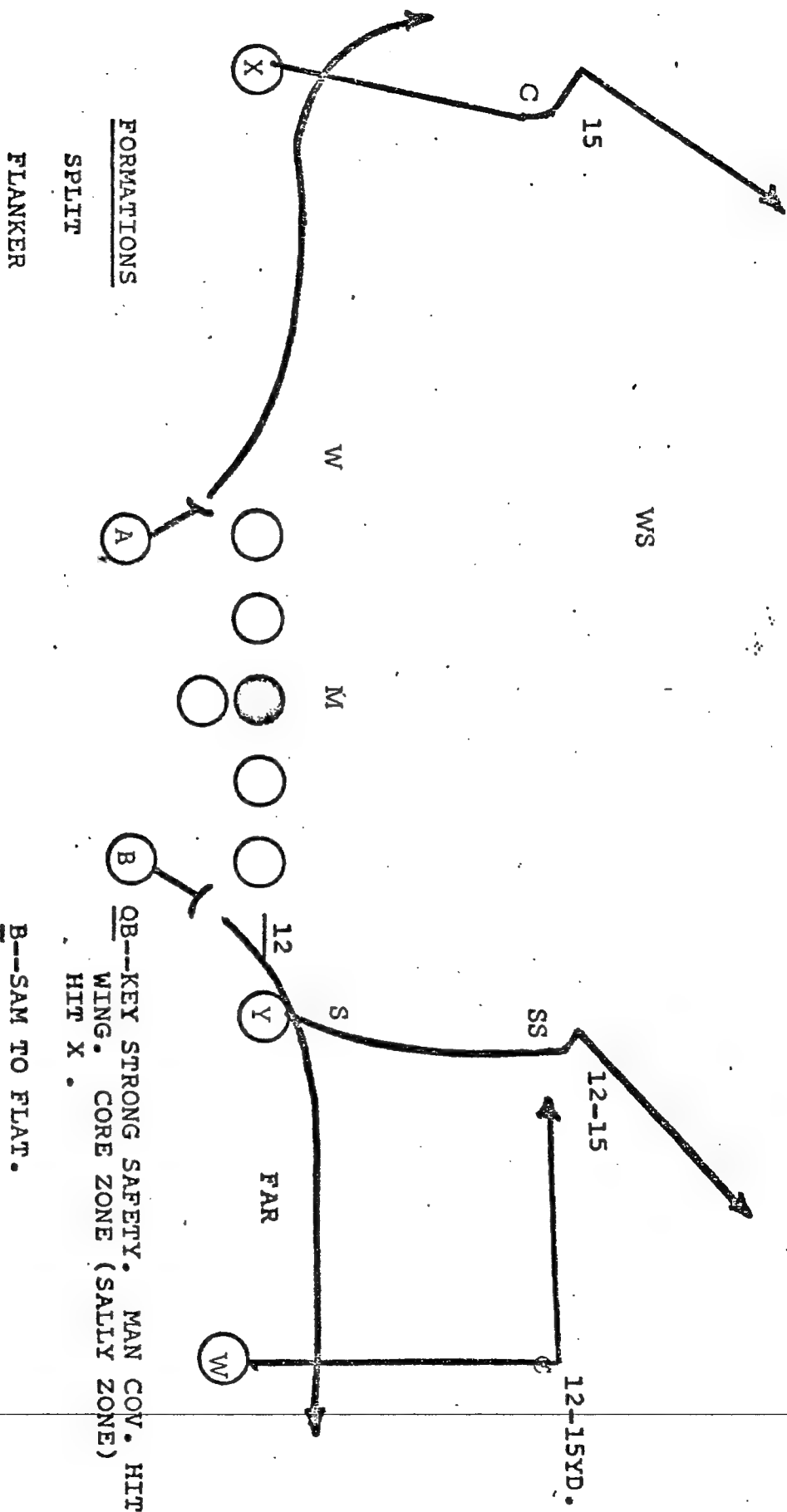
WING--10 YD. SQ. OUT. VS CORE ZONE,

RUN

Y--MAN COV. RUN CORNER, ZONE (CORE & SALLY) RUN CREASE.

STRONGSIDE COMBINATION

79 FLAT WING SQUARE IN



FORMATIONS

SPLIT

FLANKER

B QB--KEY STRONG SAFETY. MAN COV. HIT WING. CORE ZONE (SALLY ZONE) HIT X.

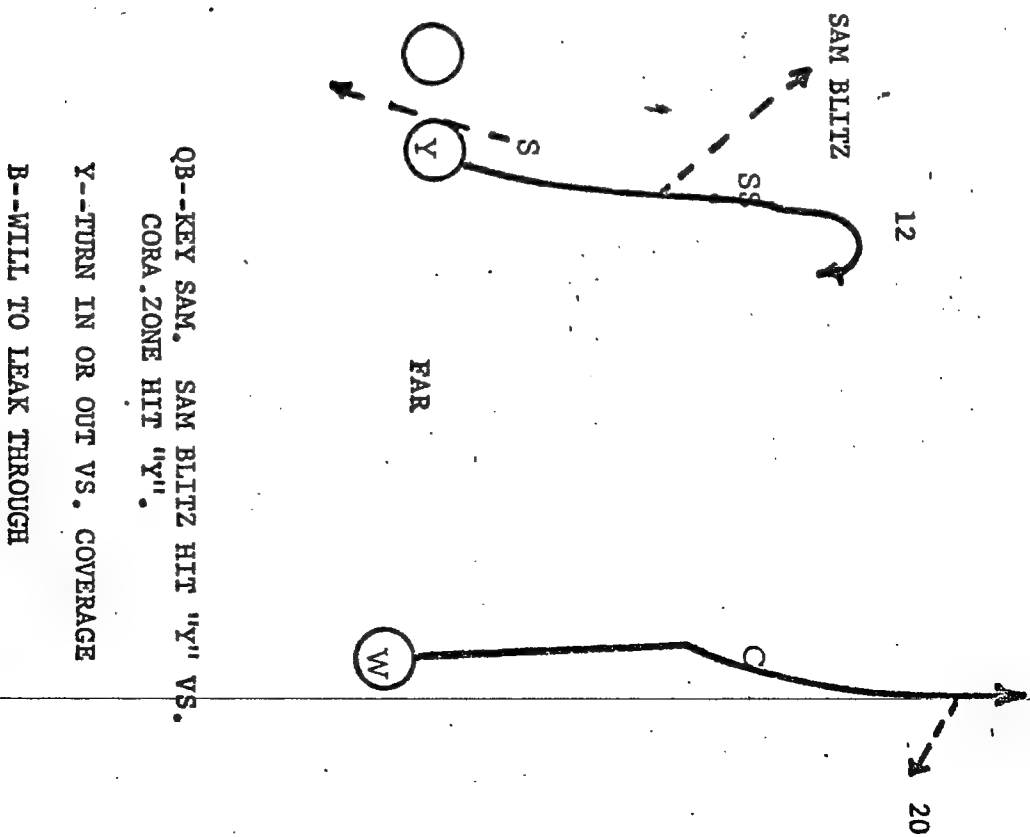
B--SAM TO FLAT.

A--WILL TO FLAT AND UP.

Y--MAN COV. RUN CORNER, CORE ZONE (SALLY RUN CREASE.

WING--VS CORE ZONE, RELEASE OUTSIDE AND RUN CENTER.

X--RUN ZIG IN AND LOOK FOR BALL ON BREAK.



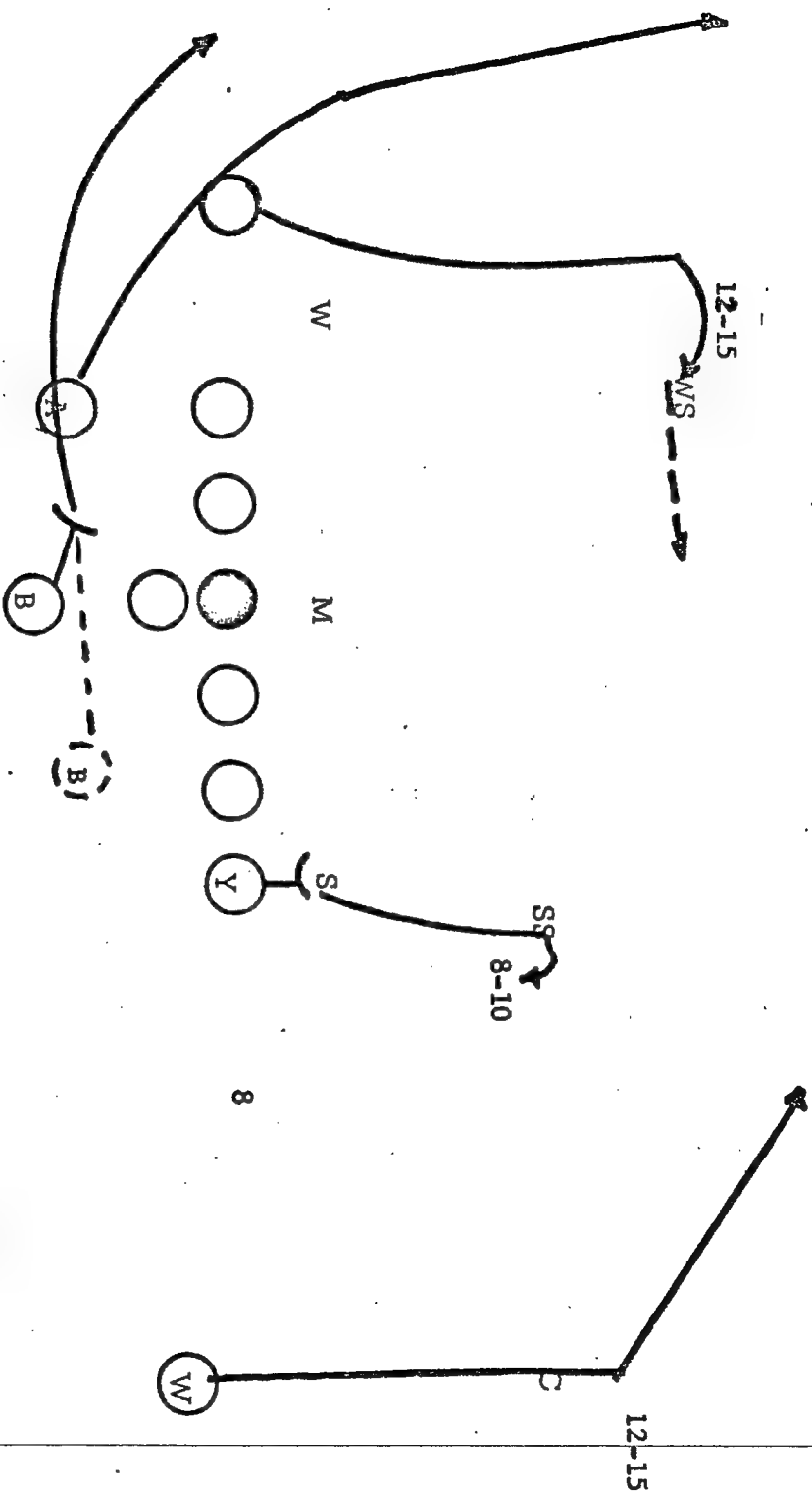
QB--KEY SAM. SAM BLITZ HIT "Y" VS.
CORA.ZONE HIT "Y".

Y--TURN IN OR OUT VS. COVERAGE

B--WILL TO LEAK THROUGH

64 LOOSE

(64 AUTOMATIC) (X-TIGHT OR LOOSE)



FORMATIONS

SPLIT

FLANKER

TIGHT DOUBLE WING (SPLIT OR FLANKER)

PEEL

QB--KEY MIKE. MIKE STAYS WITH "X" - HIT "B". MIKE STAYS WITH "B" - HIT "X".

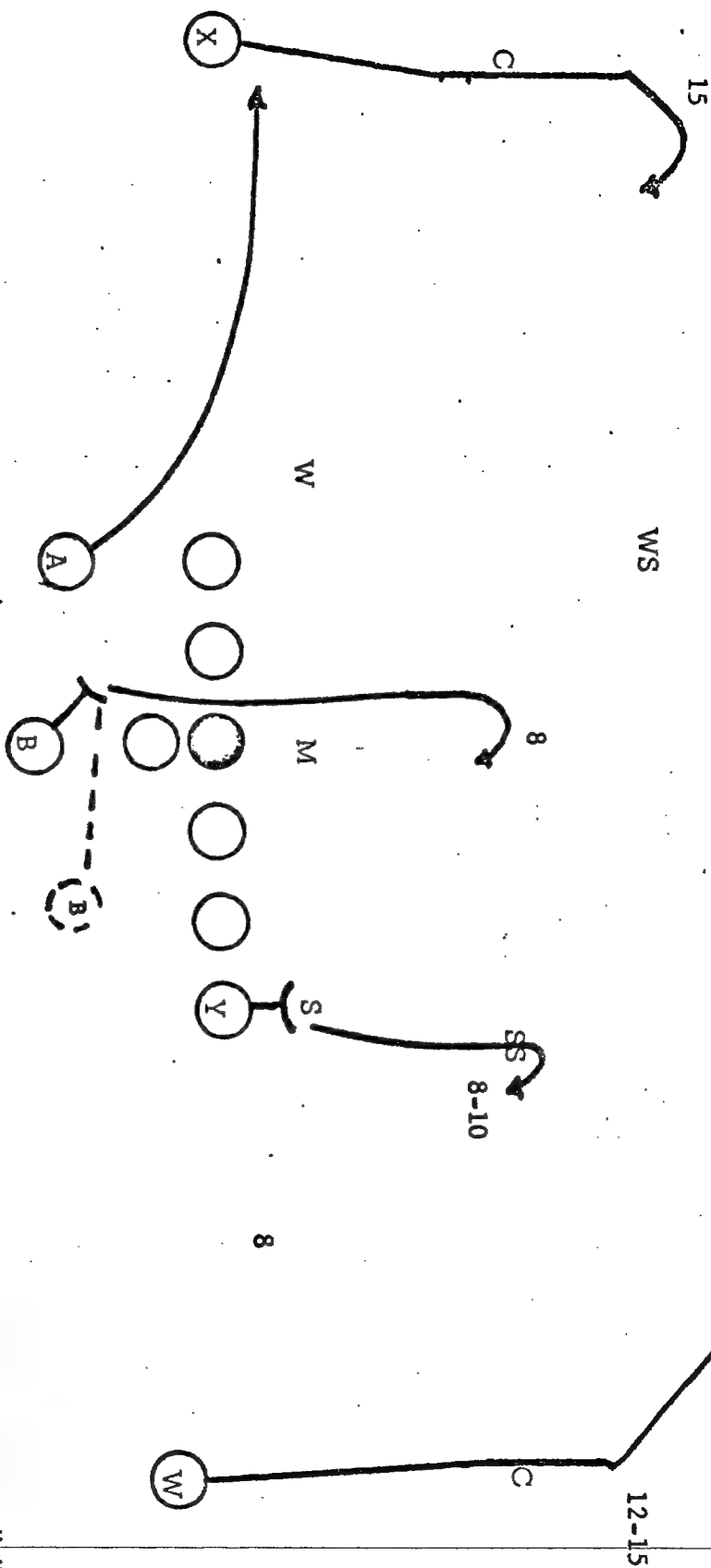
B--WILL TO RELEASE

A--RUN UP OUTSIDE "X"

Y--SLOW BLOCK SAM TO RELEASE

X--VS. WILL BLITZ TURN OUT AWAY FROM WEAK

SAFETY



FORMATIONS:

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

NOTE

GOOD VS. TEAMS USING FREE,
ZONES, COMBINATIONS & KEYS.

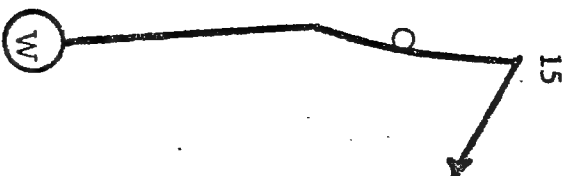
QB--KEY WILL - WILL DEEP TO COVER "X"-
HIT "A". "X" SHOULD BE CLEAR.

B--WILL TO LEAK TO HOLD MIKE

A--FLAT AND UP. LOOK FOR BALL IN FLAT.

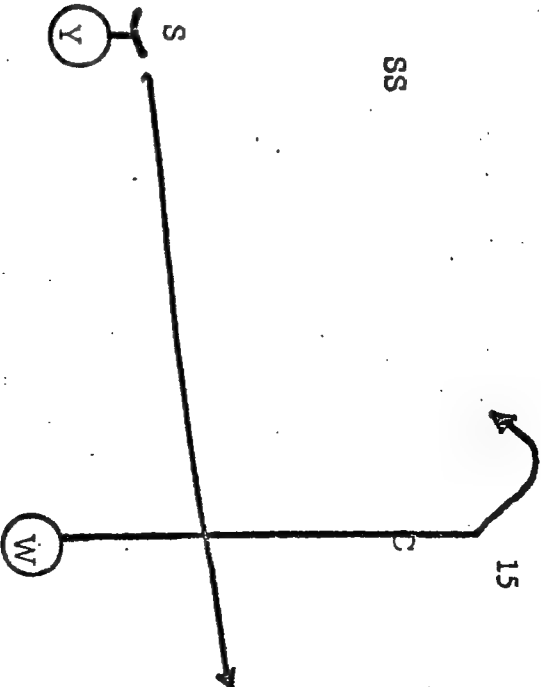
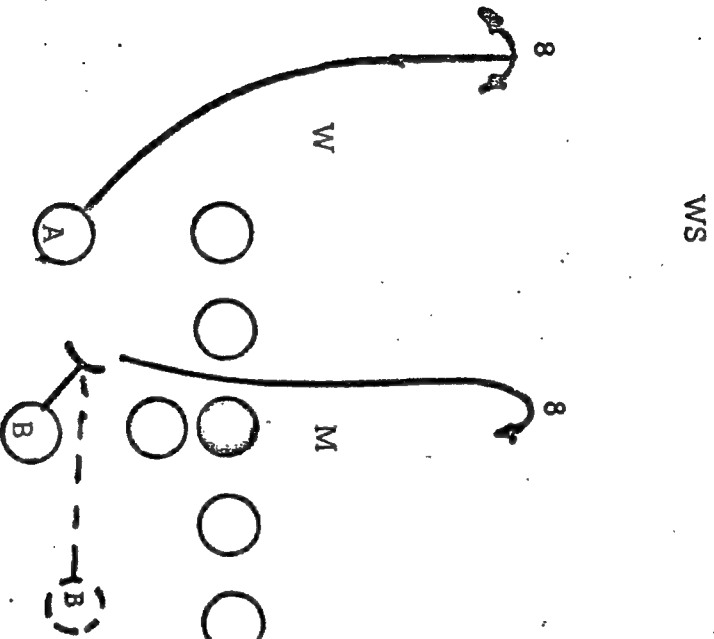
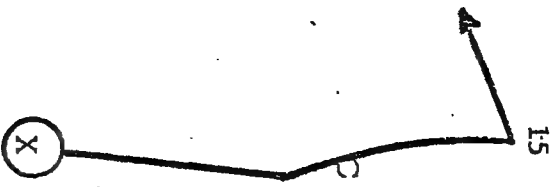
Y--SLOW BLOCK SAM TO RELEASE.

WING-POST



DOUBLE WING (SPLIT & FLANKER)

Y--SLOW BLOCK SAM TO RELEASE



QB--KEY WILL. WILL STAYS WITH "X" HIT "A".

WILL STAYS WITH "A", HIT "X". "X"-#1-

A-#2.

B--WILL TO LEAK THROUGH. STOP AWAY FROM PATTERN.

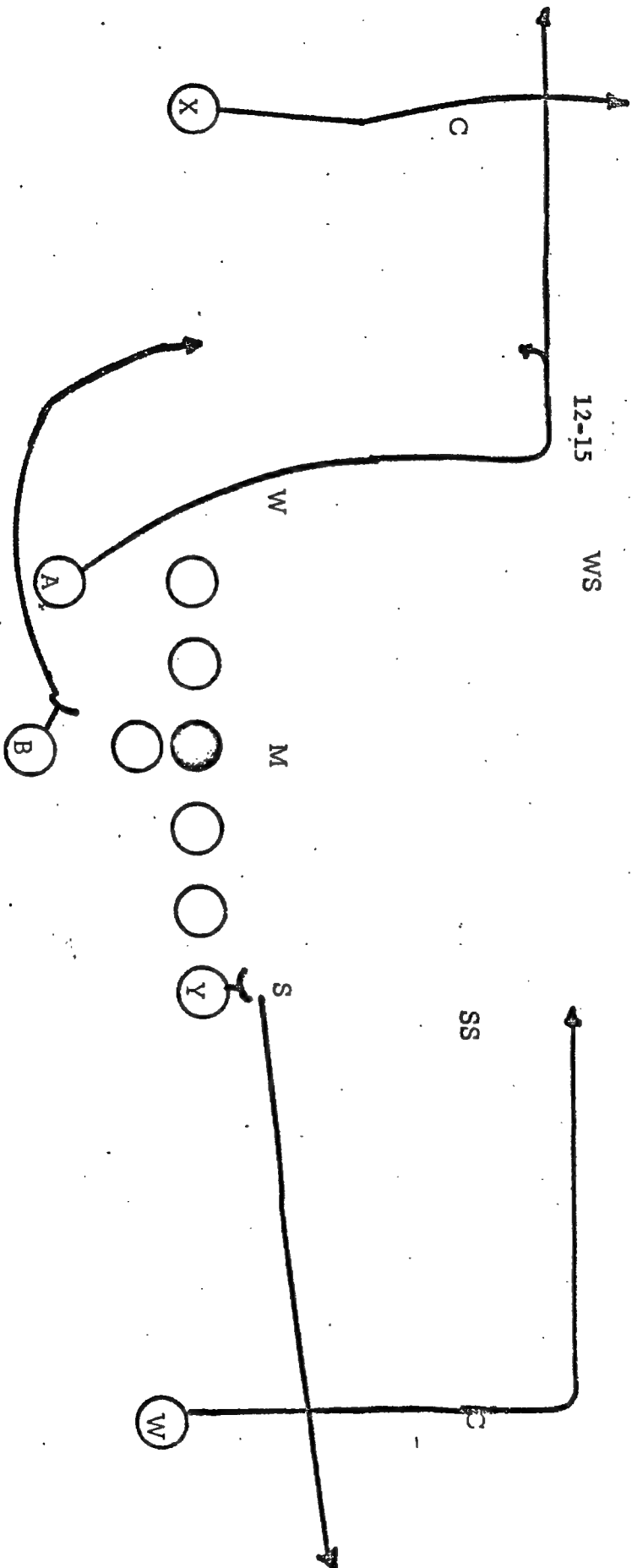
A--STOP-HOLD WILL. TURN AWAY FROM COVERAGE.

FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)



QB--KEY "WILL". WILL DEEP HIT "B". WILL SHORT
HIT "A".

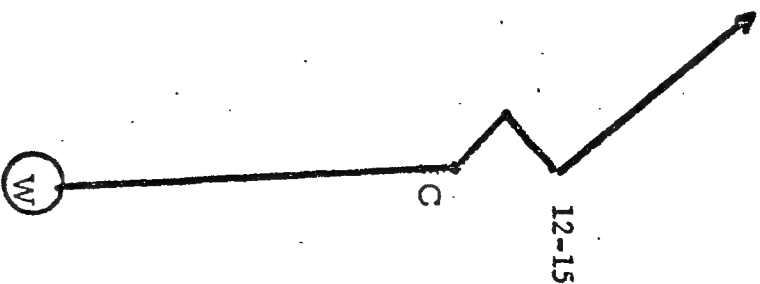
B--WILL TO TRAIL.

A--FAN - WILL SHORT RUN

FAN - WILL DEEP STOP OUT.

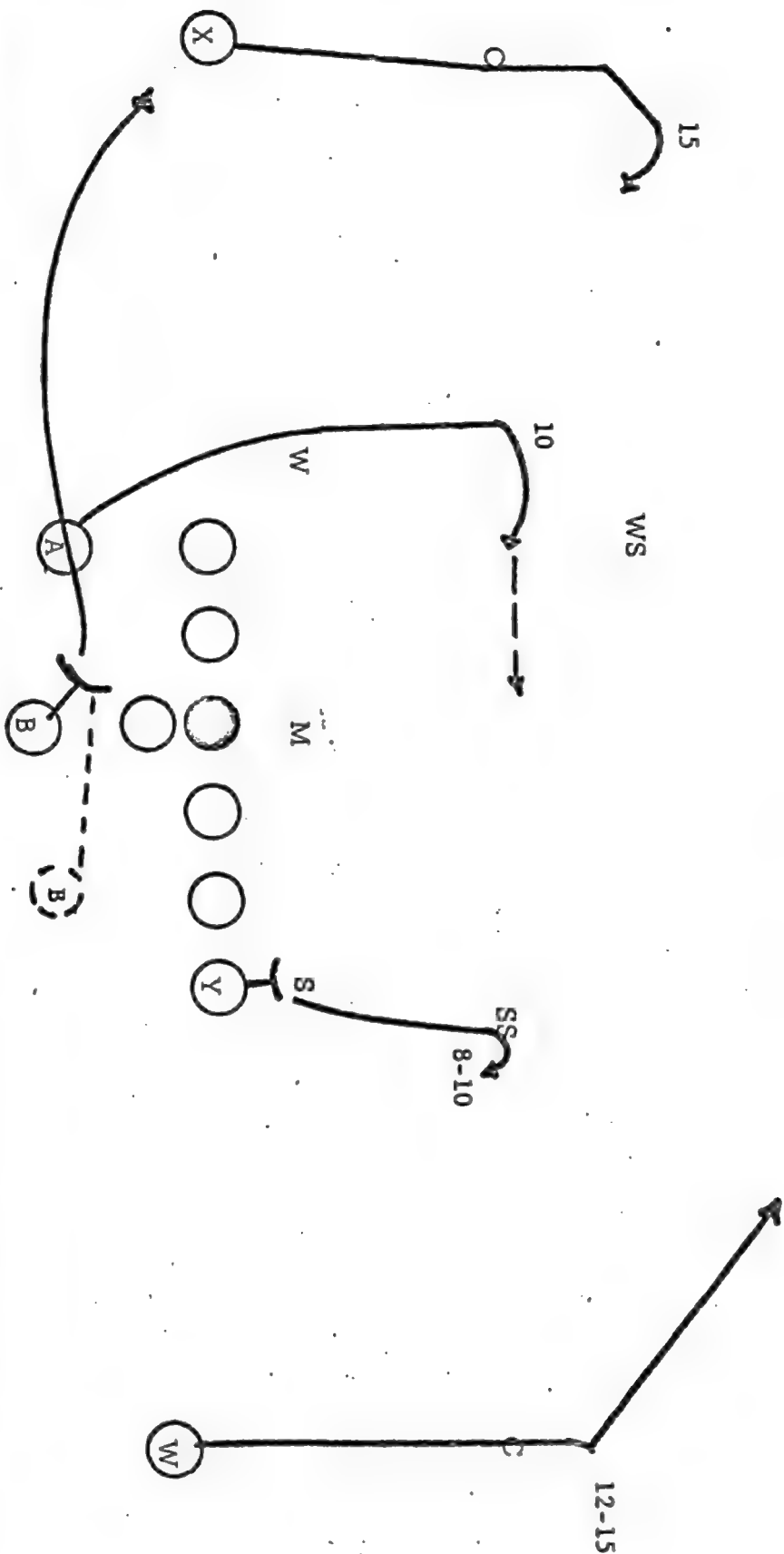
Y--SLOW - SAM TO RELEASE

(69 AUTOMATIC)



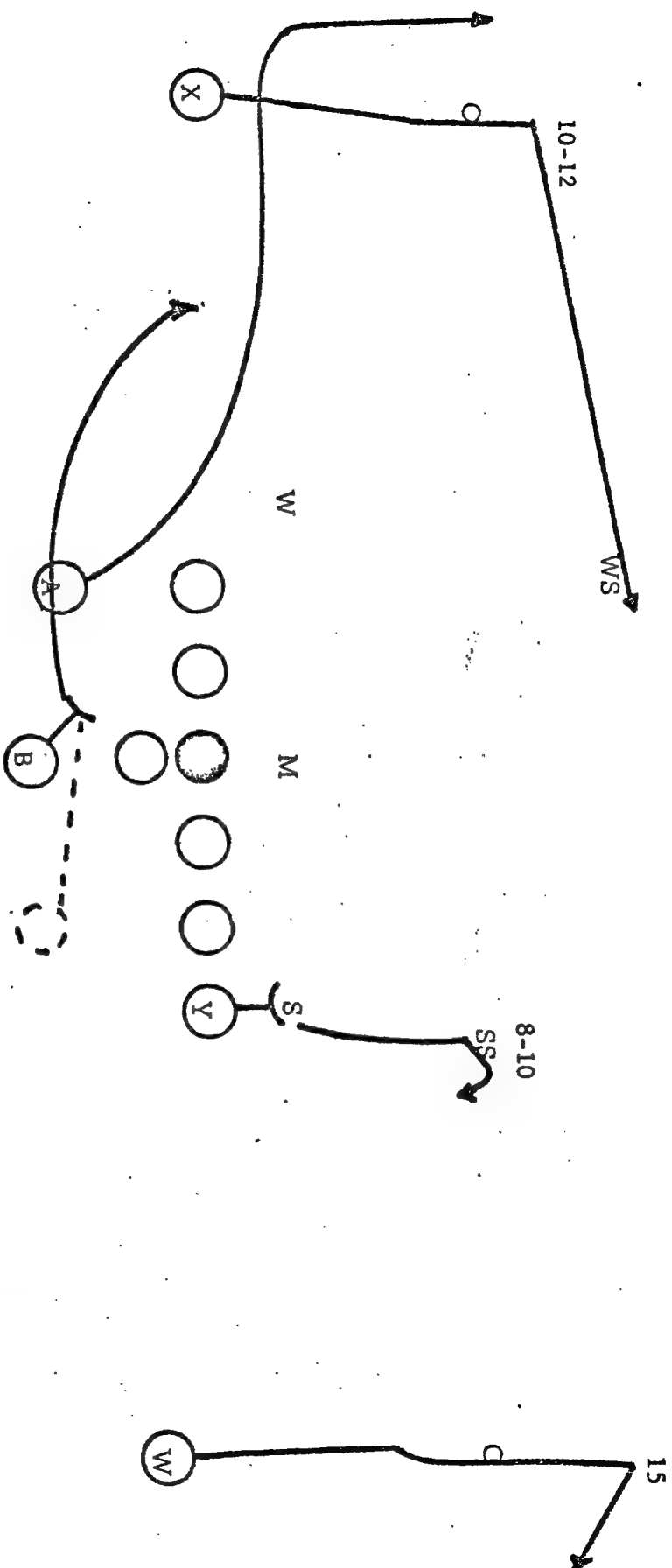
TIGHT DOUBLE WING (FLANKER)

Y--SLOW- SAM TO RELEASE.



FORMATIONS
 SPLIT
 FLANKER
 DOUBLE WING (SPLIT & FLANKER)

QB--KEY MIKE. MIKE COVERS "A". HIT "X".
 MIKE OVER RUNS "A" HIT "A".
 B--WILL TO CHECK WIDE
 Y--SLOW BLOCK SAM TO RELEASE
 A--RUN CURL IN. RELEASE INSIDE WILL. KEY MIKE.
 MIKE GOES AWAY-STOP. MIKE COMES YOUR WAY
 CONTINUE ACROSS HIS AREA.



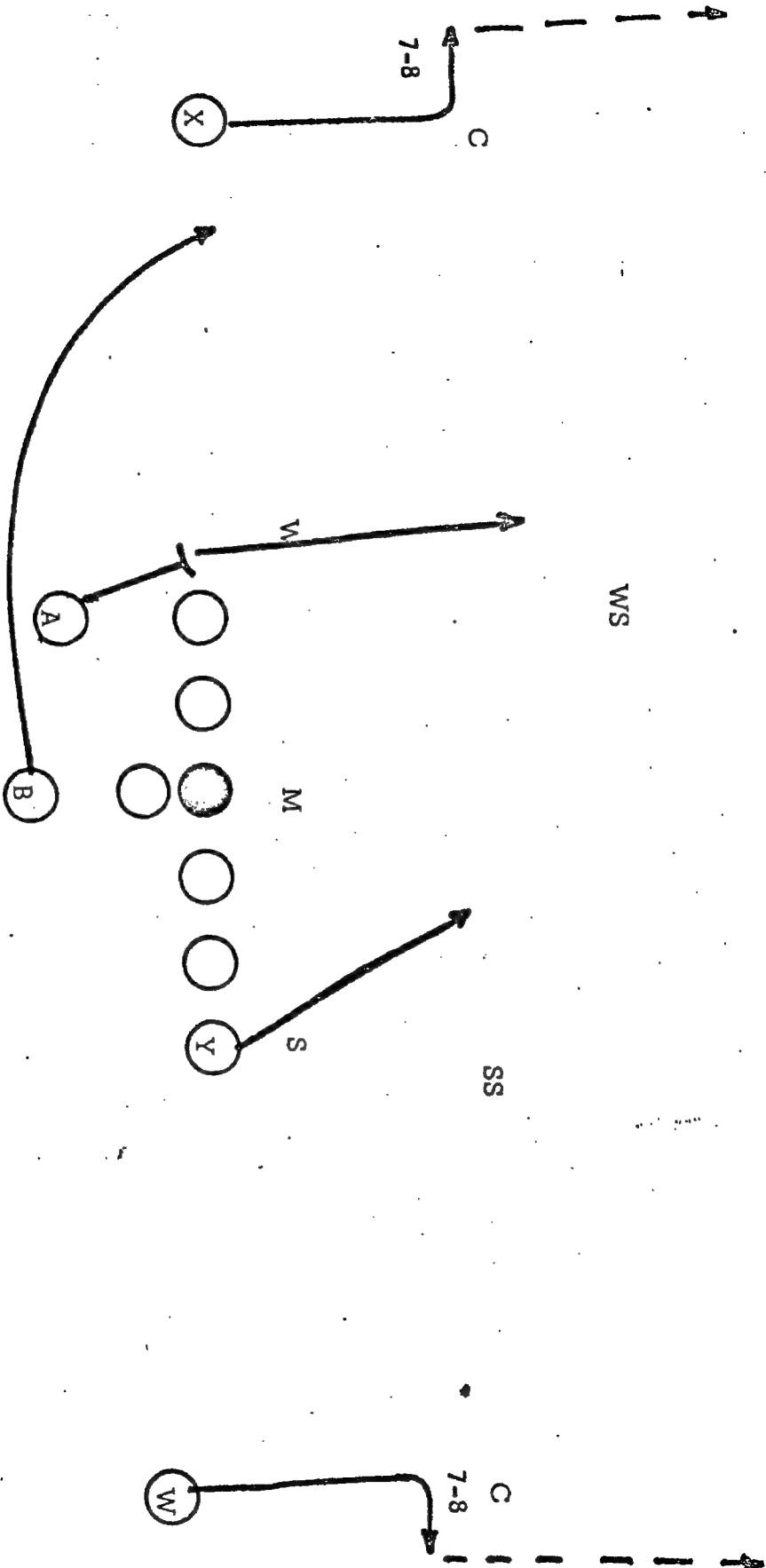
FORMATION

FLANKER

SPLIT

DOUBLE WING (SPLIT & FLANKER)

QB--KEY WEAK SAFETY. WEAK SAFETY MIDDLE
HIT "X" ON BREAK. WEAK SAFETY DOUBLES
"X" - HIT WING.
B--WILL TO CIRCLE
Y--SLOW - SAM



FORMATIONS

FLANKER

....NOTE....
BLITZ AUTOMATIC IS
WEAK SAFETY BLITZ.

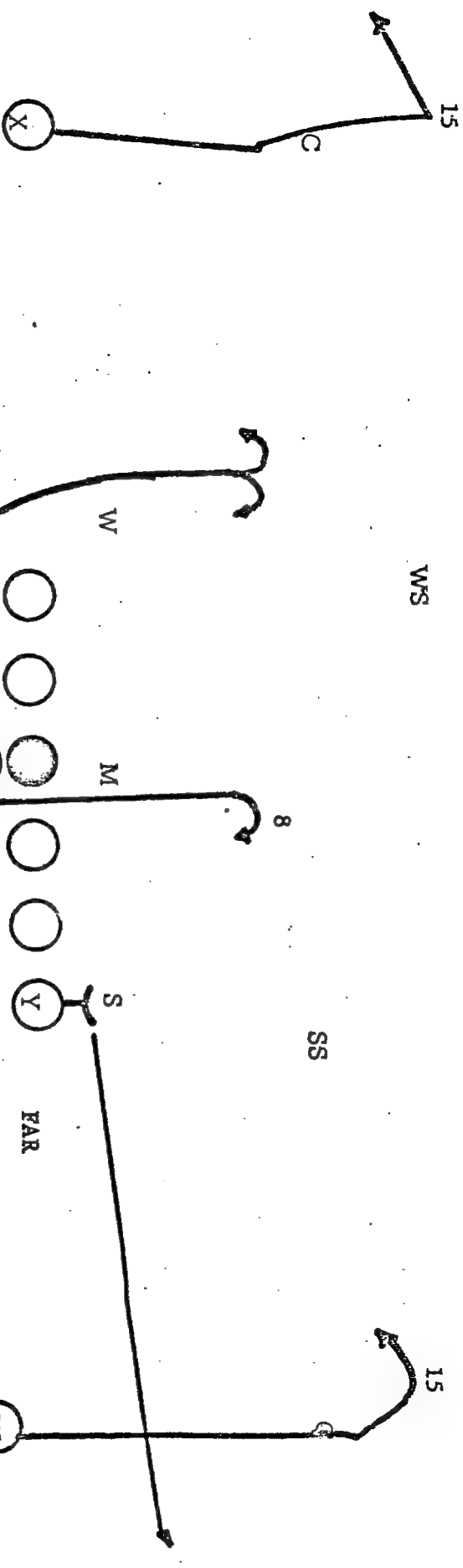
QB--KEY SAM. UNLOAD TO "Y" DRIVE FULLBACK.

A--WILL OR FIRST MAN TO SHOW

B--NO PICK UP - RUN MIDDLE ROUTE WEAK -
LOOK FOR BALL.

Y--LOOK IN

X--WING - 5 PASS AND GO IF YOU DON'T GET
BALL.

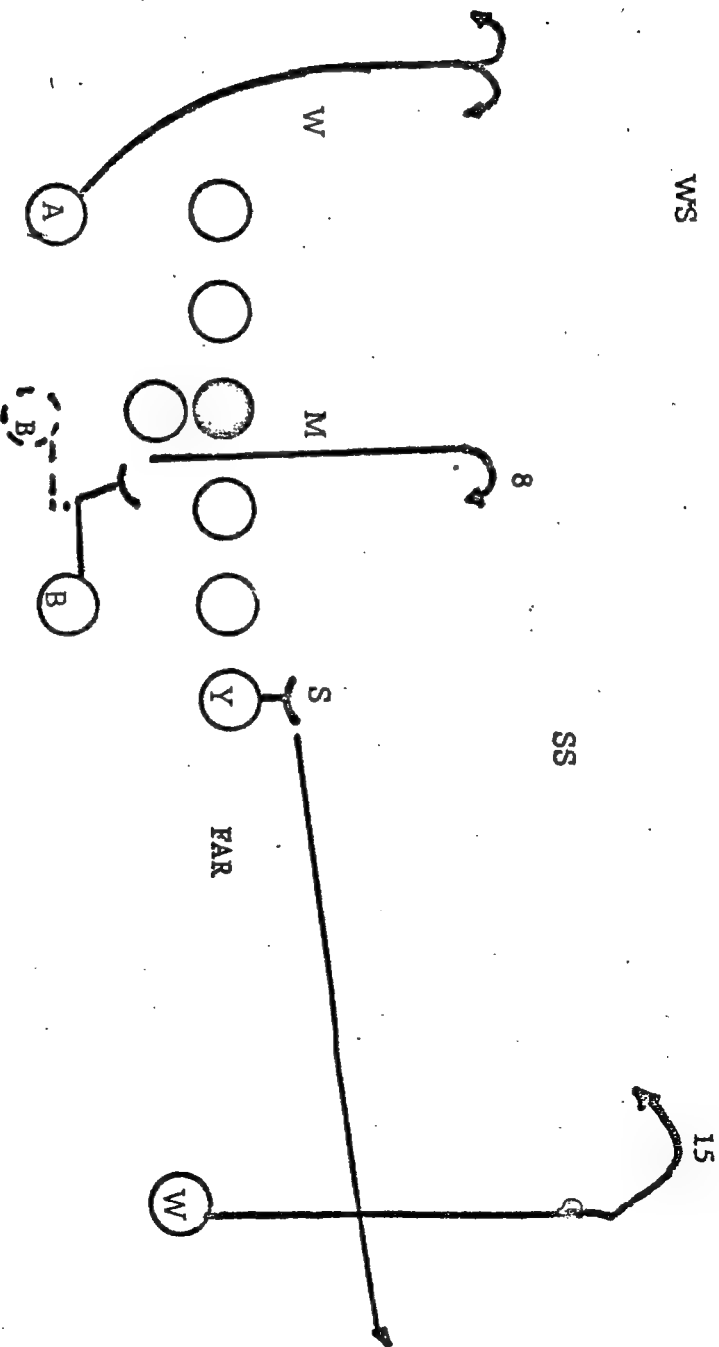


FORMATIONS:

SPLIT

FLANKER

DOUBLE WING (SPLIT & FLANKER)

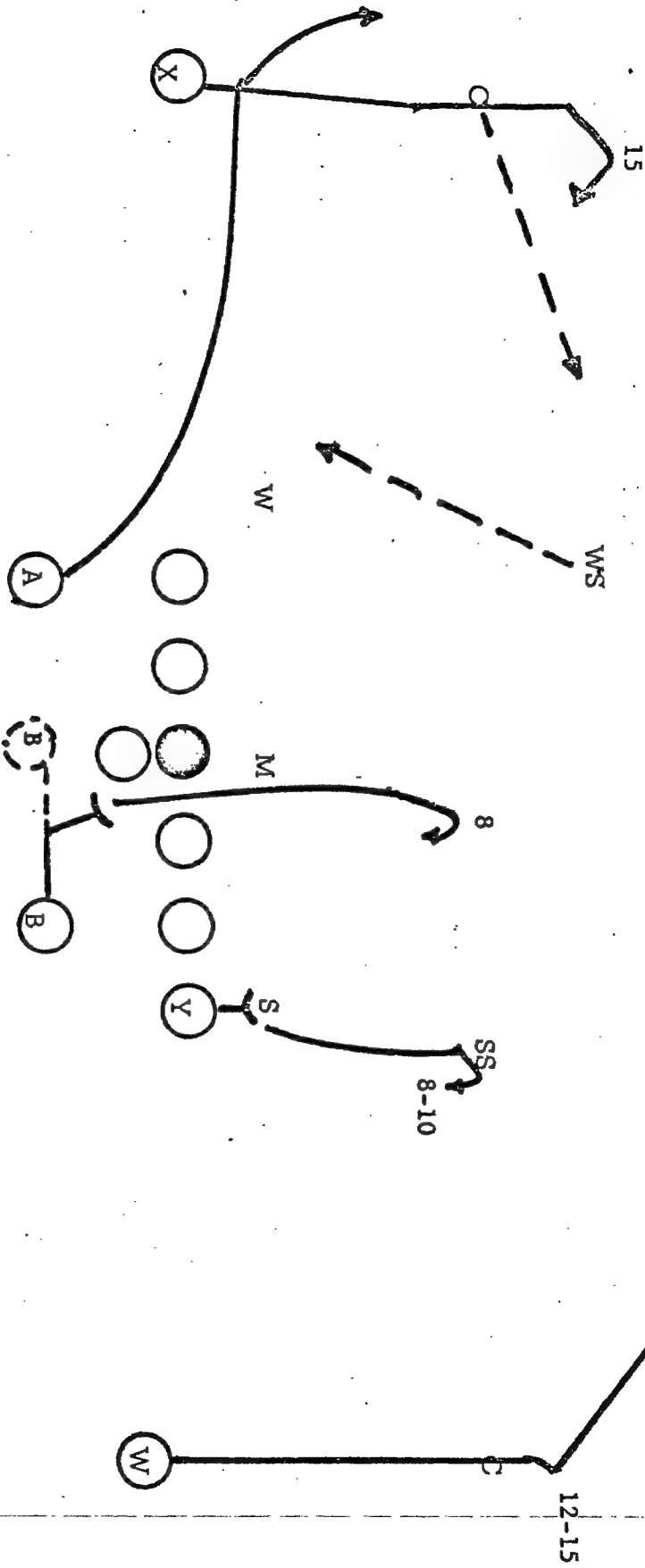


QB--KEY WILL. WILL STAYS WITH A HIT X, WILL UNDER X HIT A. X-#1 REC. FB A POSSIBLE REC.

Y--SLOW BLOCK SAM TO QUICK RELEASE

B--FAKE DRAW BLOCK MIKE ON BLITZ. NO BLITZ LEAK THROUGH, STOP AWAY FROM PATTERN. LOOK FOR BALL.

A--NO PICKUP. HOLD WILL OR WEAK SAFETY.



FORMATIONS:

- SPLIT
- FLANKER
- DOUBLE WING (SPLIT & FLANKER)

QB--KEY WILL

B--FAKE DRAW, BLOCK MLB ON BLITZ. NO BLITZ
LEAK THROUGH, STOP AWAY FROM PATTERN,
LOOK FOR BALL. "B" A POSSIBLE REC.

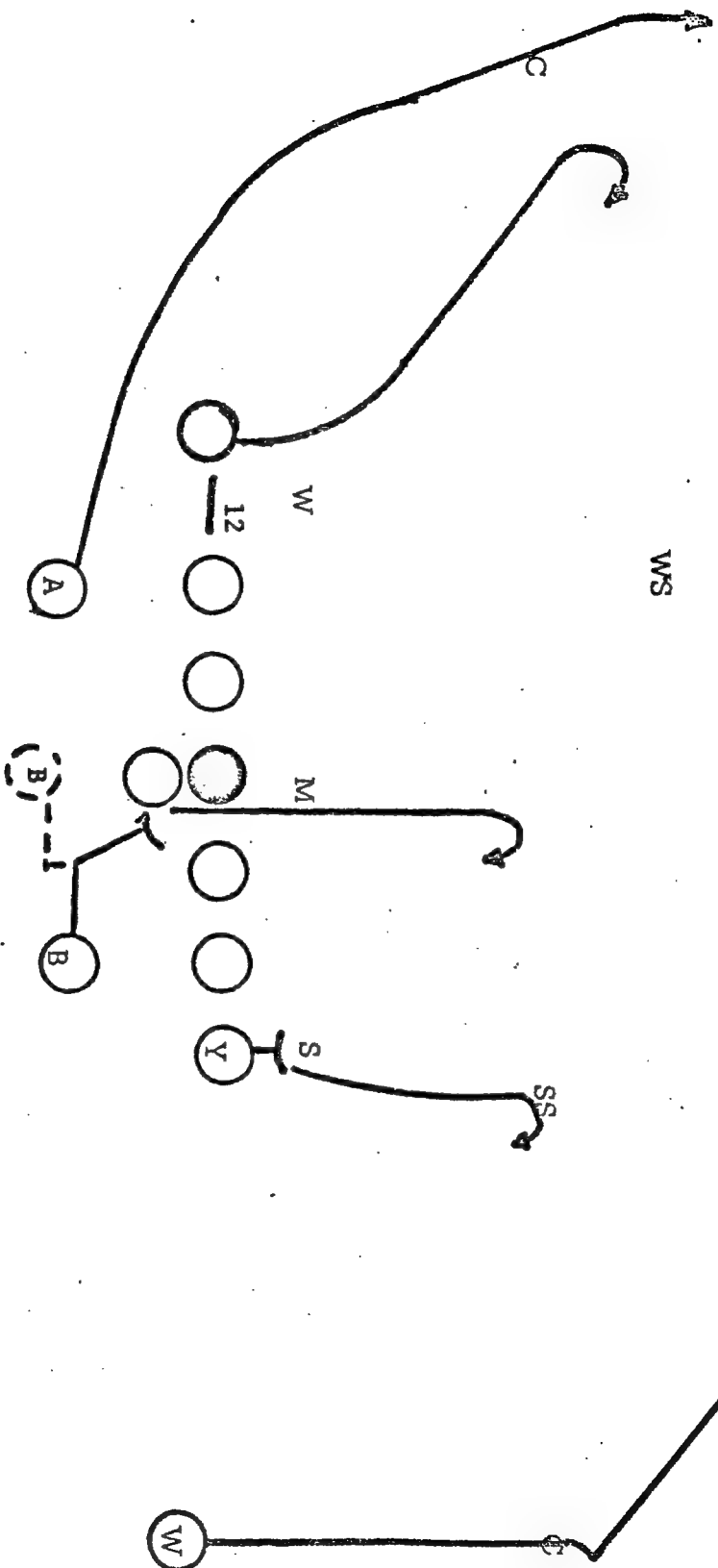
A--QUICK FLAT TAKE WILL OUT

Y--SLOW BLOCK SAM TO RELEASE

X--WEAK SAFETY UP TO COVER X RUN QUICK
POST.

94 LOOSE

(94 AUTOMATIC -- X TIGHT OR LOOSE)



FORMATIONS:

SPLIT (X TIGHT OR LOOSE)

PLANKER (X TIGHT OR LOOSE)

TIGHT DOUBLE WING

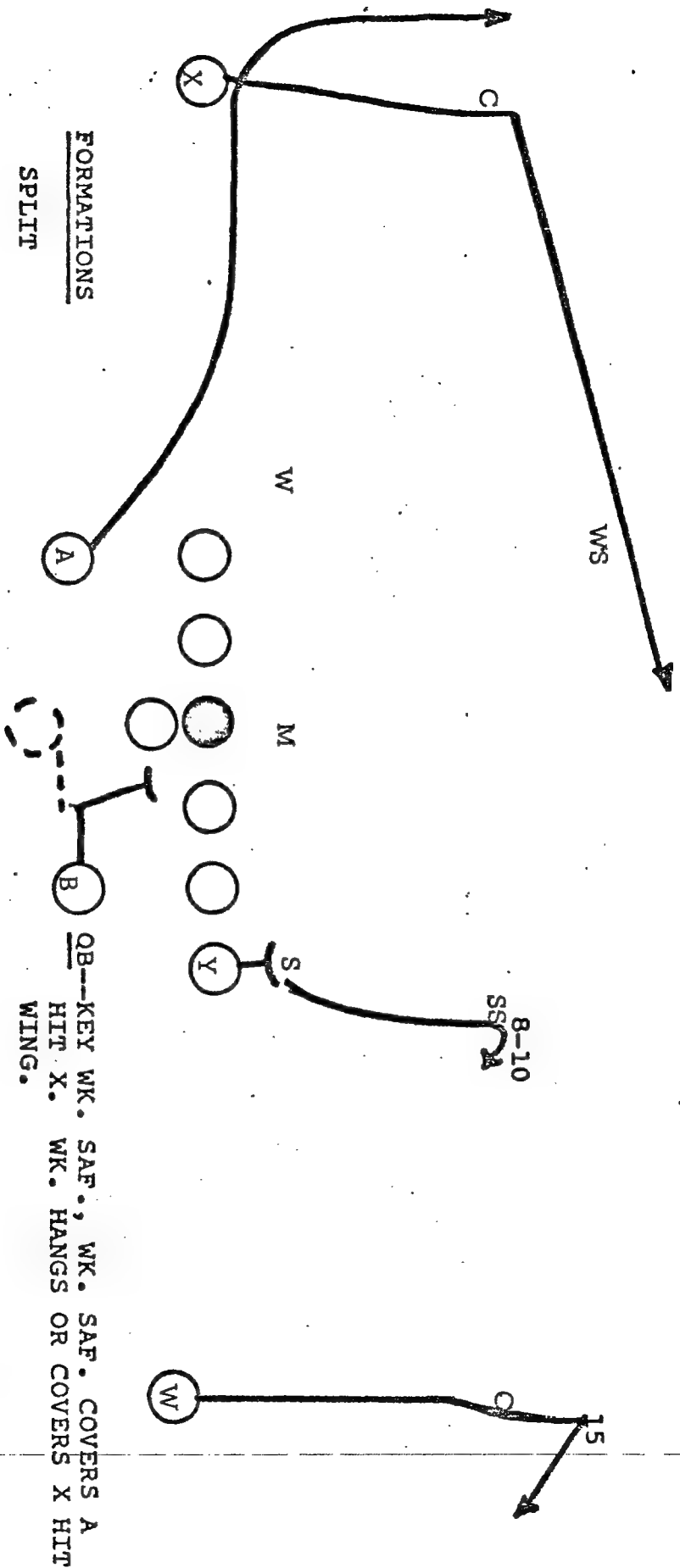
PEEL

QB--NO KEY

X--VS. BLITZ TURN AWAY FROM WEAK SAFETY.

B--FAKE DRAW, BLOCK MIKE ON BLITZ. NO
BLITZ LEAK THROUGH AND STOP AWAY FROM
PATTERN.

Y--SLOW BLOCK SAM TO RELEASE.



FORMATIONS

SPLIT

FLANKER

DOUBLE WING (SPLIT OR FLANKER)

NOTE

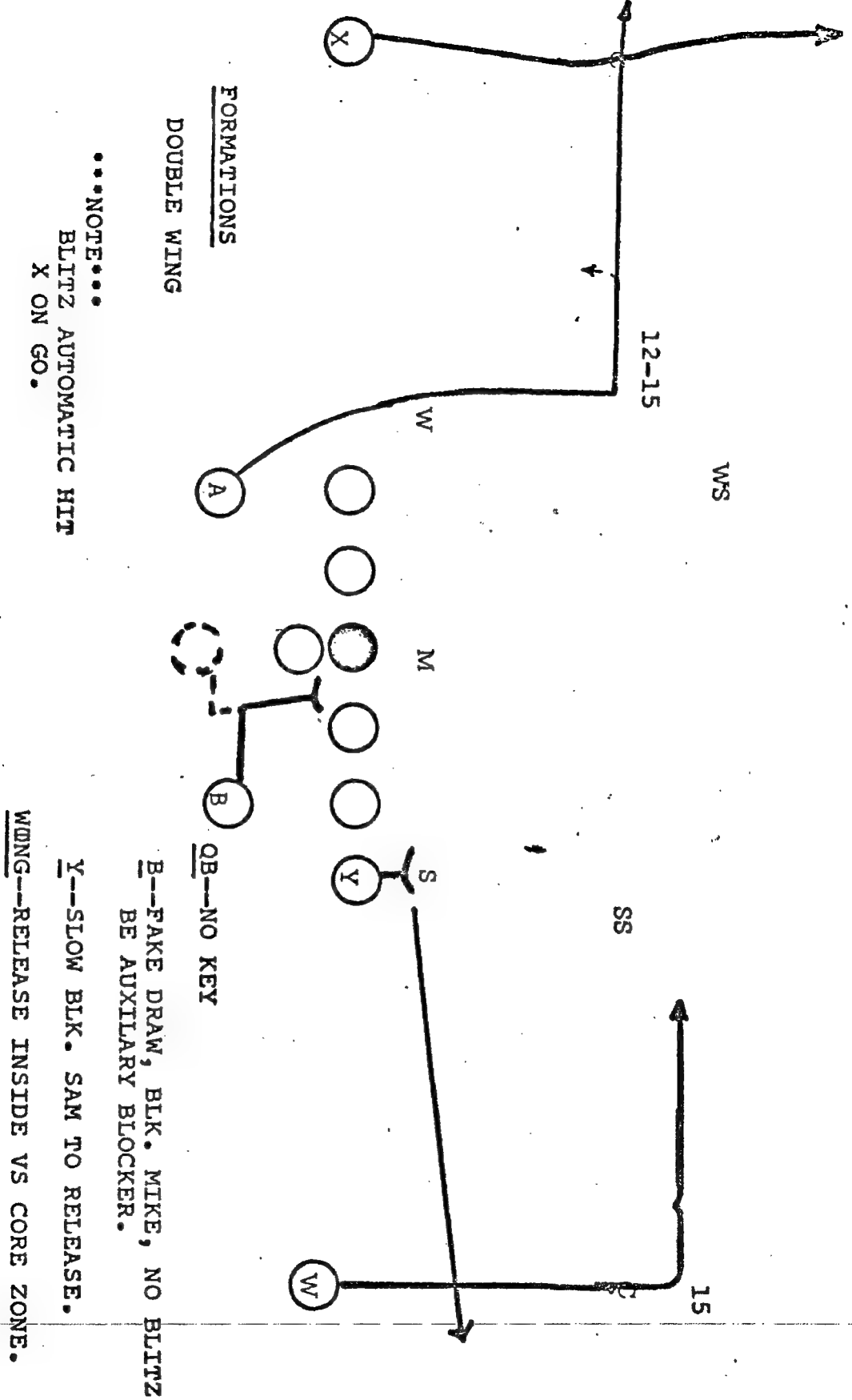
MOSTLY A BLITZ AUTOMATIC

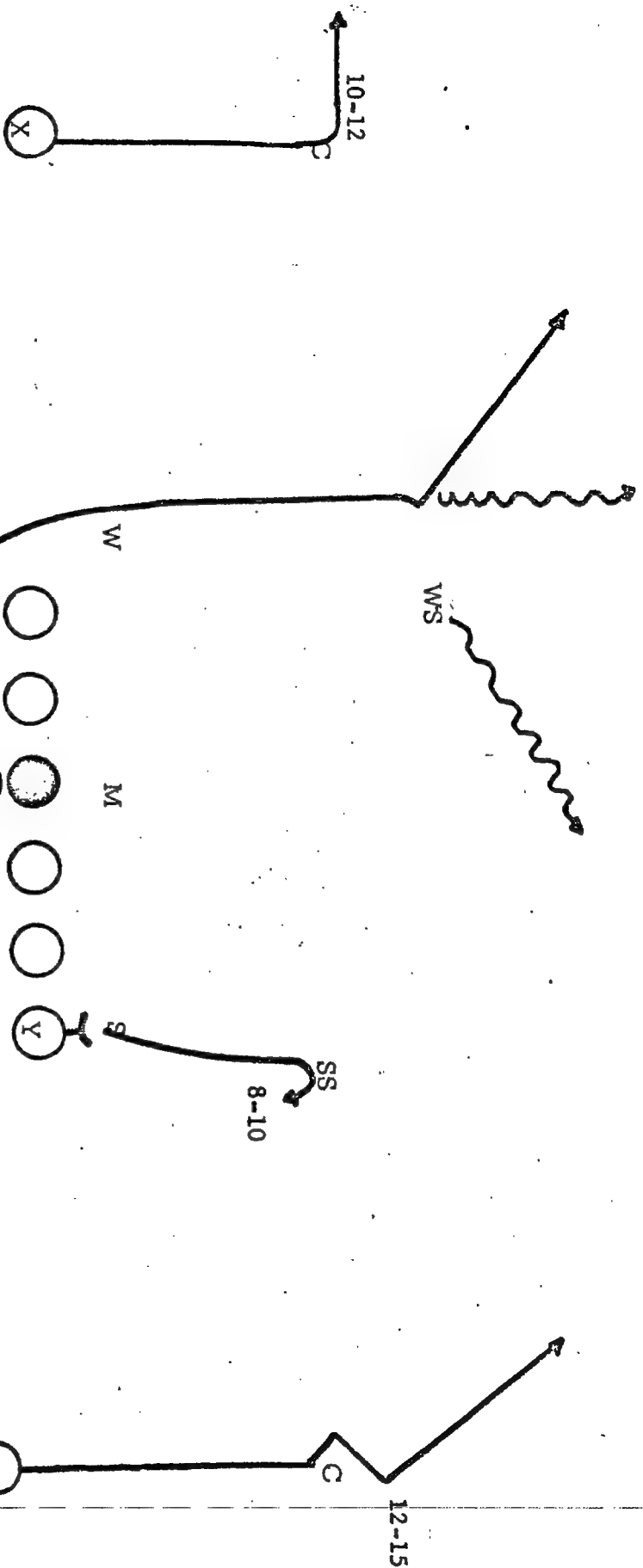
QB--KEY WK. SAF., WK. SAF. COVERS A
HIT X. WK. HANGS OR COVERS X HIT
WING.

B--FAKE DRAW, BLOCK MIKE ON BLITZ
NO BLITZ BE AUXILIARY BLOCKER.

Y--SLOW BLK. SAM TO RELEASE.

A--FLAT & UP. USUALLY WHEN X IS
OPEN YOUR OPEN.





FORMATIONS

SPLIT

FLANKER

PEEL

TIGHT DOUBLE WING (SPLIT & FLANKER)

NOTE

BLITZ AUTOMATIC WHEN X IS TIGHT
OR LOOSE. ONLY GOOD OTHERWISE
IN DOUBLE WING.

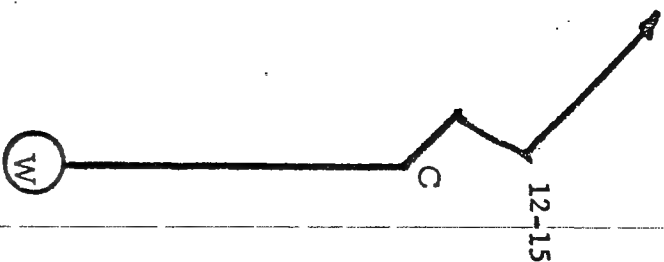
QB--KEY WILL. WILL STAYS WITH A HIT.

X--WILL UNDER X HIT "A" TO CORNER.

Y--SLOW BLOCK SAM TO RELEASE

B--FAKE DRAW. BLOCK MIKE ON BLITZ. NO
BLITZ, AUXILIARY BLOCKER.

A--RUN CORNER. WEAK SAFETY GOES DEEP MIDDLE
OR FLAT TO "Y" RUN DEEP.



OR LOOSE.

AUXILIARY BLOCKER.

A--FAN AT 10 YDS. TO HOLD CORNER OR WILL.

RUN CORNER.

Y--SLOW BLOCK SAM TO RELEASE.

HALF RIGHT

BALL WILL BE SNAPPED ON 1ST SOUND AFTER SET.

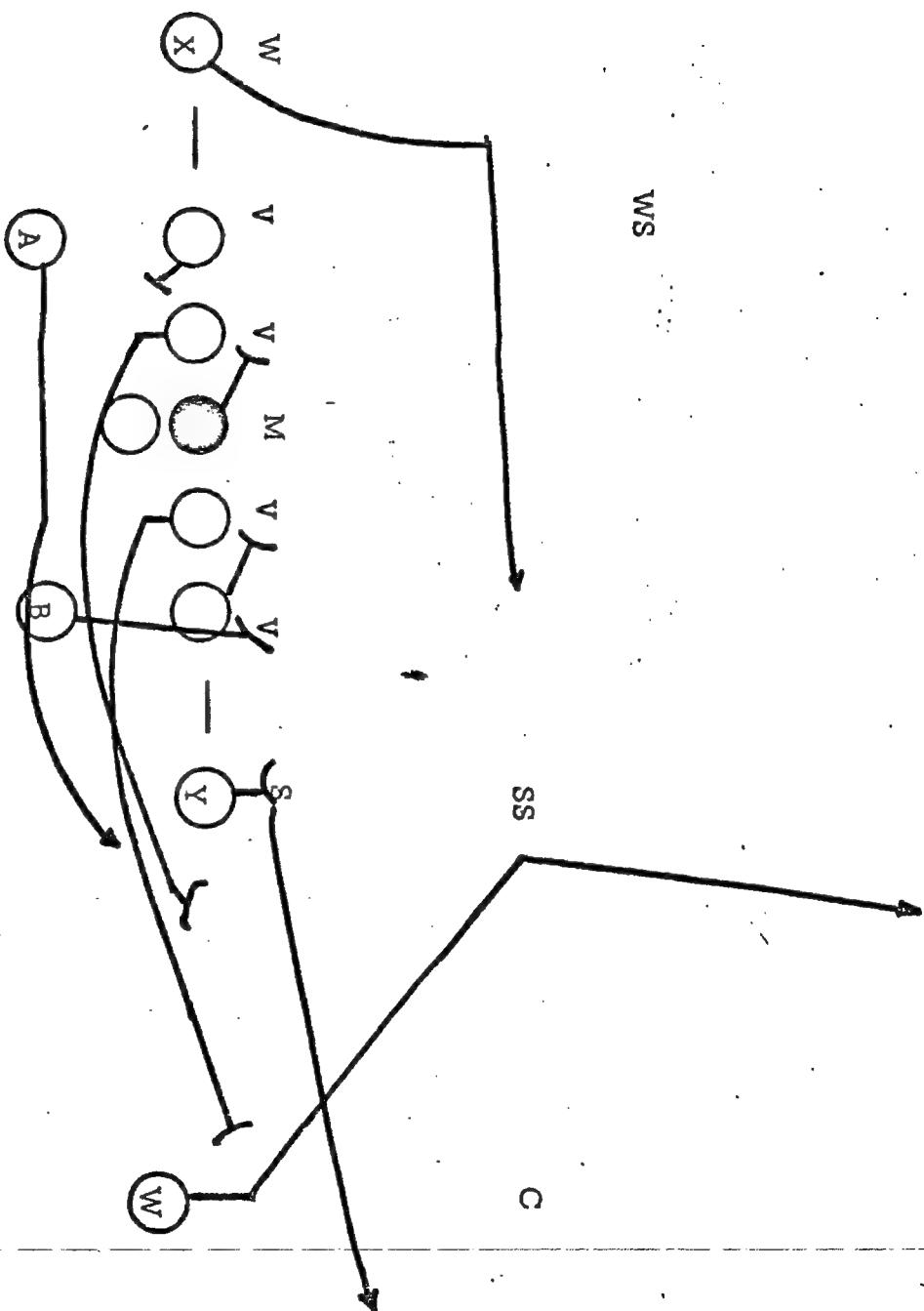
FORMATION - WILL ALWAYS BE SET TO FIELD.

X-WING WILL REMAIN ON SAME SIDE DURING 2 MIN.

PASS. "Y" WILL ALWAYS GO TO FIELD OR ON QB'S

DIRECTION:

QB--KEY MIKE. MIKE WEAK HIT "Y" OR "B". MIKE
STR. HIT "X". QB AS YOU LINE UP YOU TURN
AND CALL "B" ROUTE.
A&B--CHECK OUTSIDE LINEBACKERS TO ROUTE.
Y--5 YARDS SPLIT. RUN ROUTE ACCORDING TO "B"
CALL.



LINE--ODD BLOCK
Y--SLOW BLOCK SAM TWO COUNTS AND RELEASE
ON QUICK DRAG.
WING--FAKE BLOCK ON STR. SAF. TO GO ROUTE.
B--BLOCK FIRST MAN OUTSIDE O.T.
A--#1 REC. IS WING, #2 IS Y. NO ONE OPEN
GO TO LINE AND RUN THE BALL.

COUNTER 70 X & WING COMEBACK (70 BLK.)

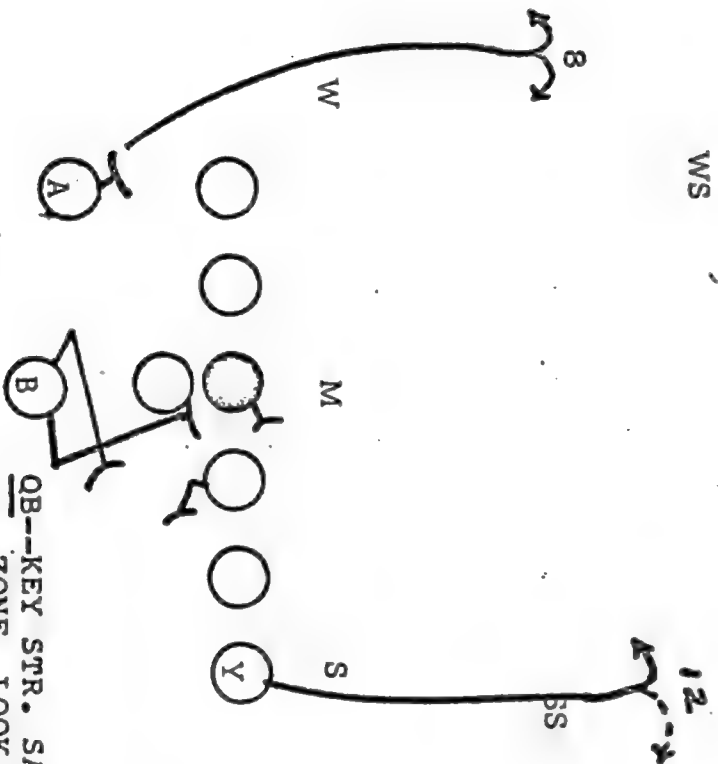
DRAW 1 X & WING COMEBACK



FORMATIONS

SPLIT

FLANKER



FAR



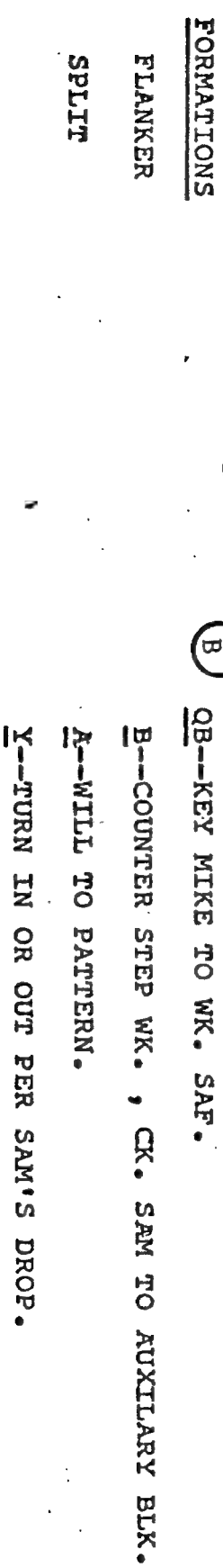
QB--KEY STR. SAF. TO THROW STRONG. VS CORA ZONE, LOOK FOR Y OR COME WK. THROWING WK. KEY WILL. WILL STAYS WITH A HIT X WILL UNDER X HIT A.

A--CK. WILL RUN 1 PASS WK.

B--COUNTER STEP WK., CK. SAM TO AUXILIARY BLK.

Y--TURN IN-OUT. OUT VS CORA ZONE, IN VS MAN.

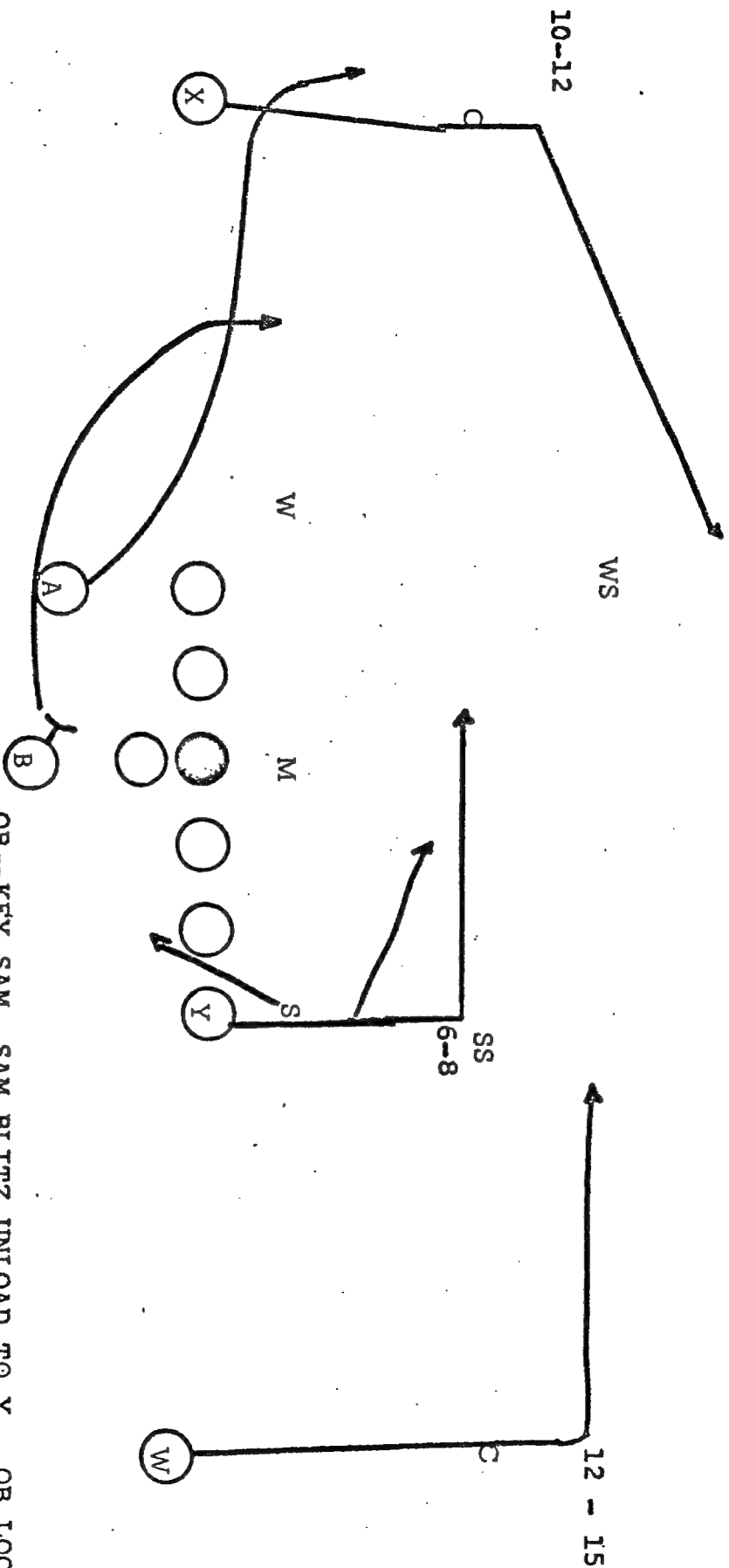
DRAW 1 - 4 X —————→



SPLIT

Y--TURN IN OR OUT PER SAM'S DROP.

66 Y & WING SQUARE IN

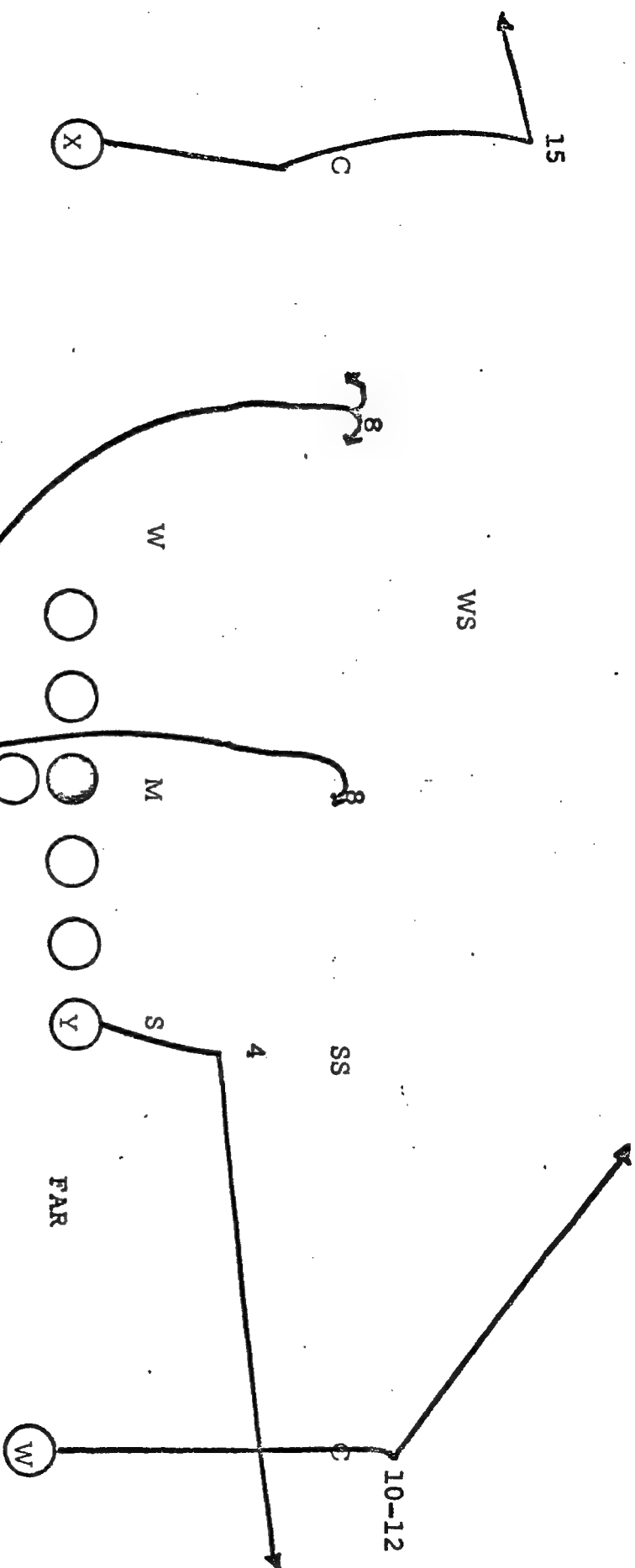


QB--KEY SAM, SAM BLITZ UNLOAD TO Y. QB LOOK TO Y TO WING.

Y--SAM BLITZ. LOOK FOR UNLOAD, IF SAM'S DROP KEEPS YOU FROM RELEASING INSIDE YOU WILL HAVE TO FIGHT YOUR INSIDE.

WING--VS CORA ZONE RELEASE OUTSIDE DHB TO CENTER.

B--WILL TO MIDDLE ROUTE.



FORMATIONS

FLANKER

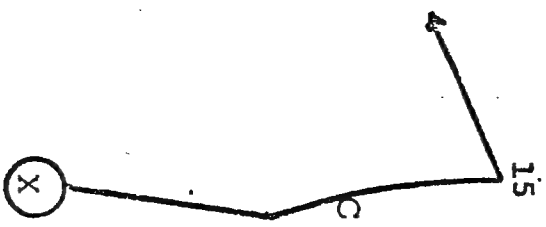
QB--KEY SAM, SAM BLITZ UNLOAD TO Y. NO BLITZ
KEY STRONG SAFETY, STR. SAF. HANGS HIT Y
STR. SAF. COVERS Y TIGHT HIT WING ON BREAK
VS CORA. ZONE THROW WEAK.

B--WILL TO LEAK THROUGH.

Y--VS CORA ZONE COME BACK TO LINE OF SCRIM.

WING--VS CORA. ZONE RUN DEEP TURN IN.

61 Y & WING SLANT



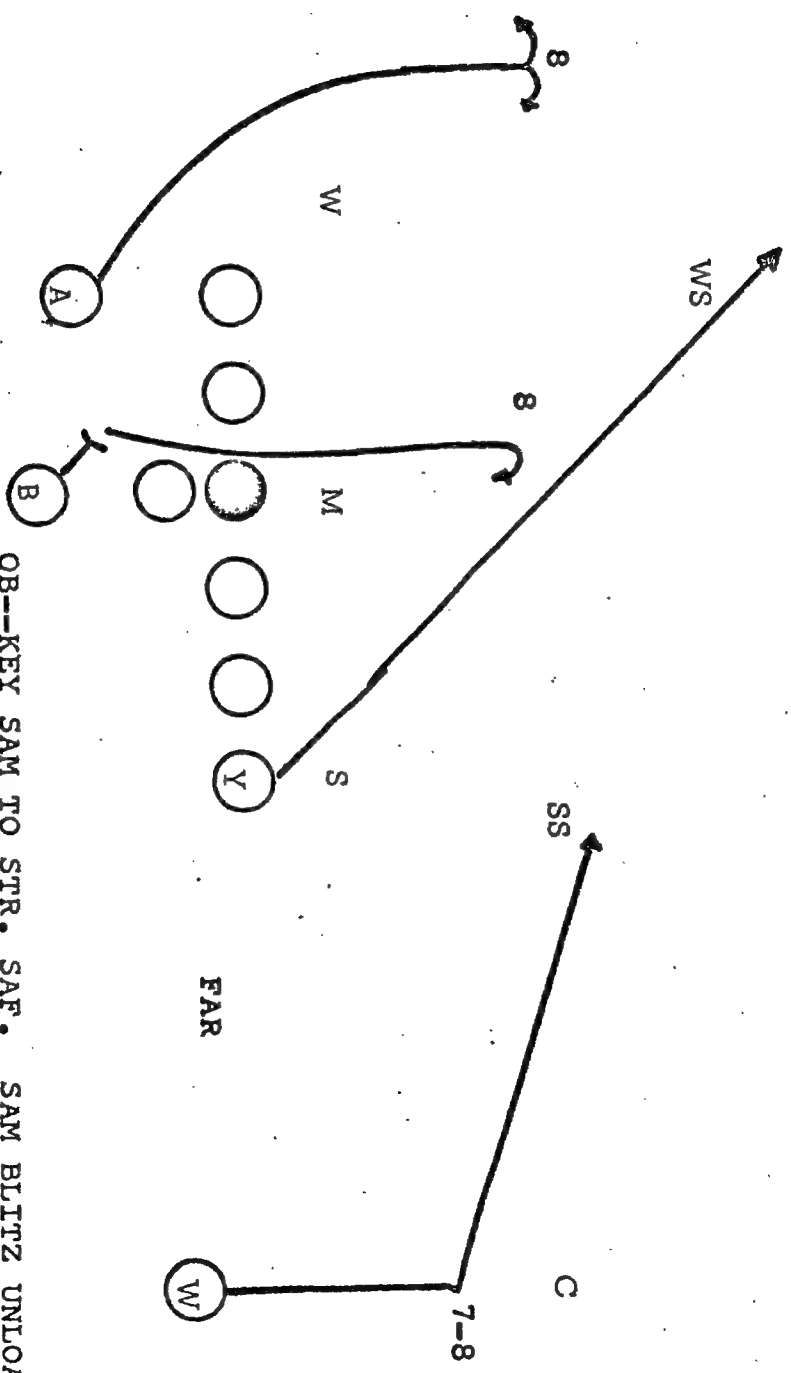
FORMATIONS

SPLIT

FLANKER

NOTE

WING ALWAYS IN FAR POSITION.
QB ALWAYS PUT FORMATION TO
THE FIELD.

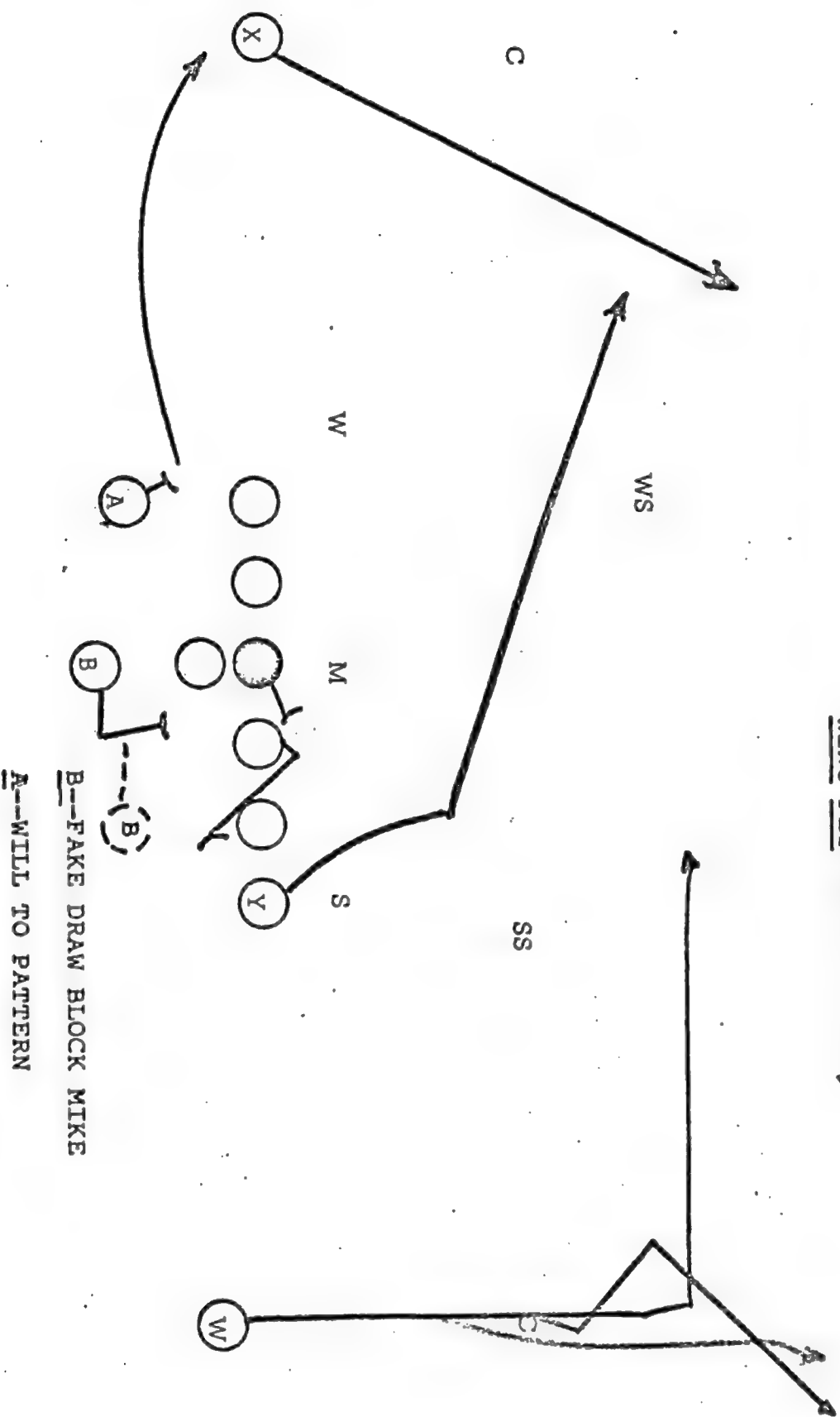


QB--KEY SAM TO STR. SAF. SAM BLITZ UNLOAD TO Y
STR. SAF. STAYS WITH Y HIT WING. STR. SAF.
HANGS THROW WEAK.

Y--LOOK FOR UNLOAD AT ALL TIME, NO UNLOAD
DEEPEN ROUTE SO YOU WON'T INTERFERE WITH
WK. SIDE ROUTE.

B--WILL TO LEAK THROUGH.

PLAY PASS DRAW 1 CROSS WING CENTER
WING ZIG OUT WING FLY

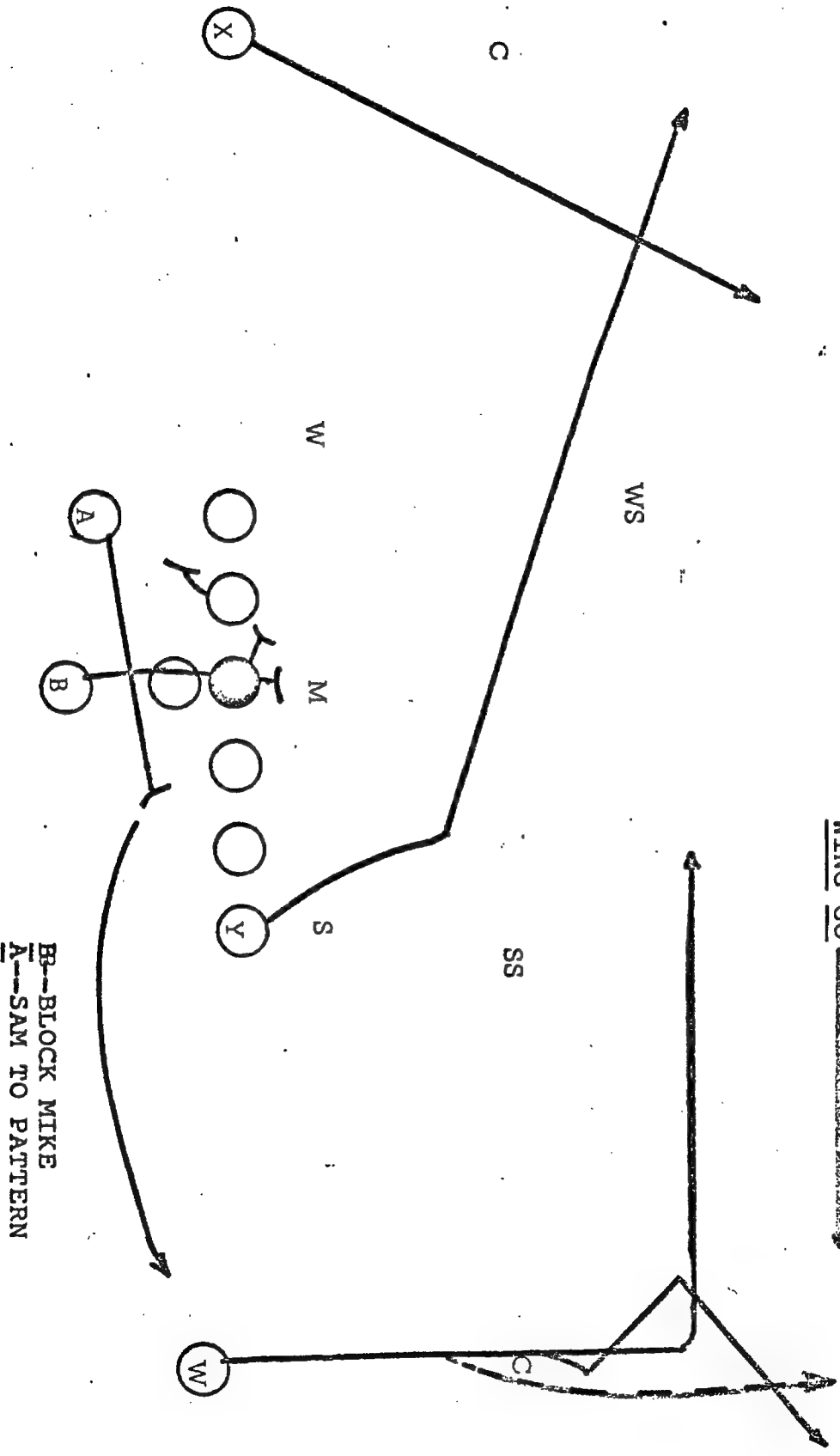


B--FAKE DRAW BLOCK MIKE

A--WILL TO PATTERN

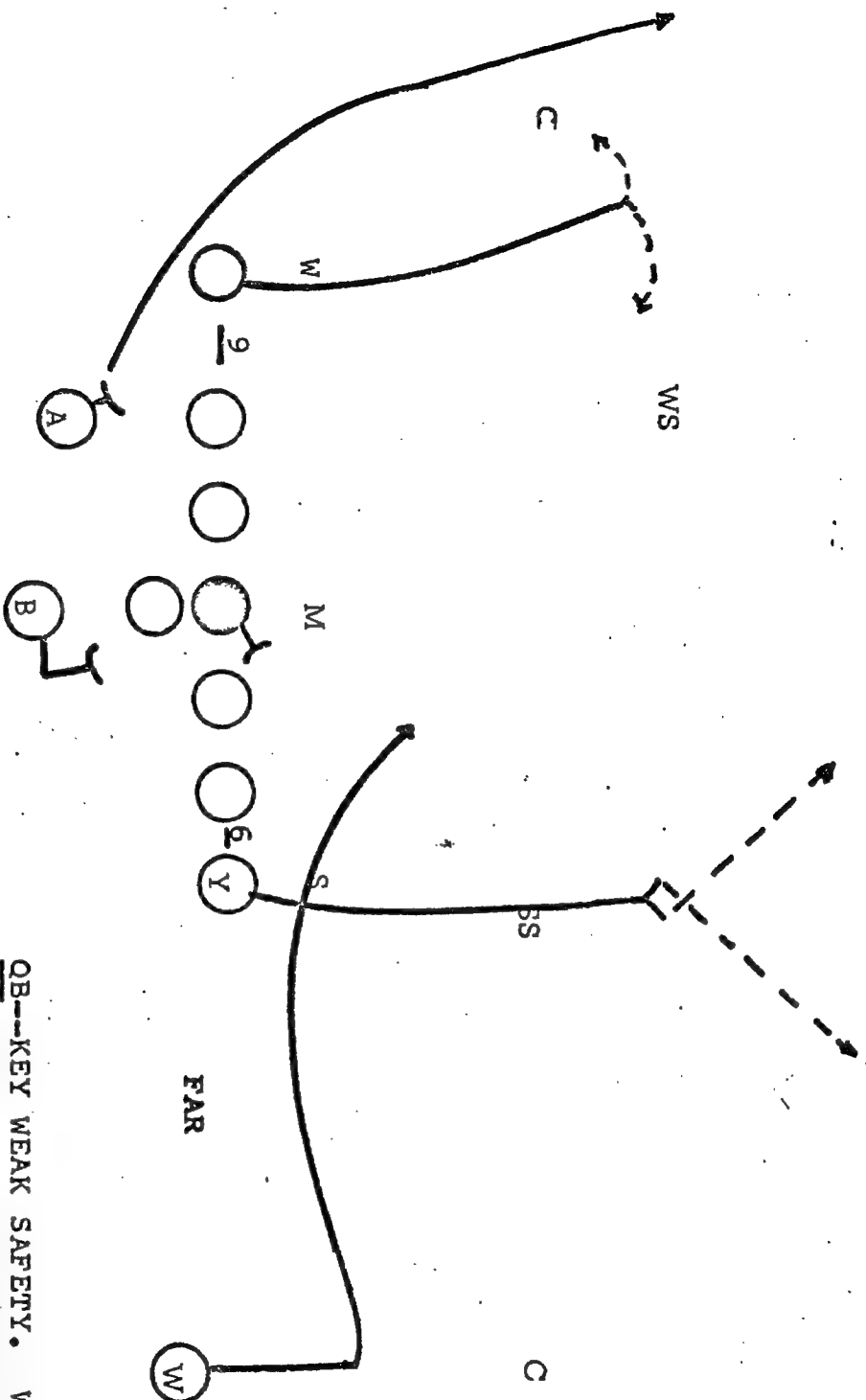
PLAY PASS 54 CROSS WING CENTER

WING ZIG OUT
WING GO



B--BLOCK MIKE
A--SAM TO PATTERN

PLAY PASS DRAW 1 Y ZIG OPTION (X TIGHT OR LOOSE)



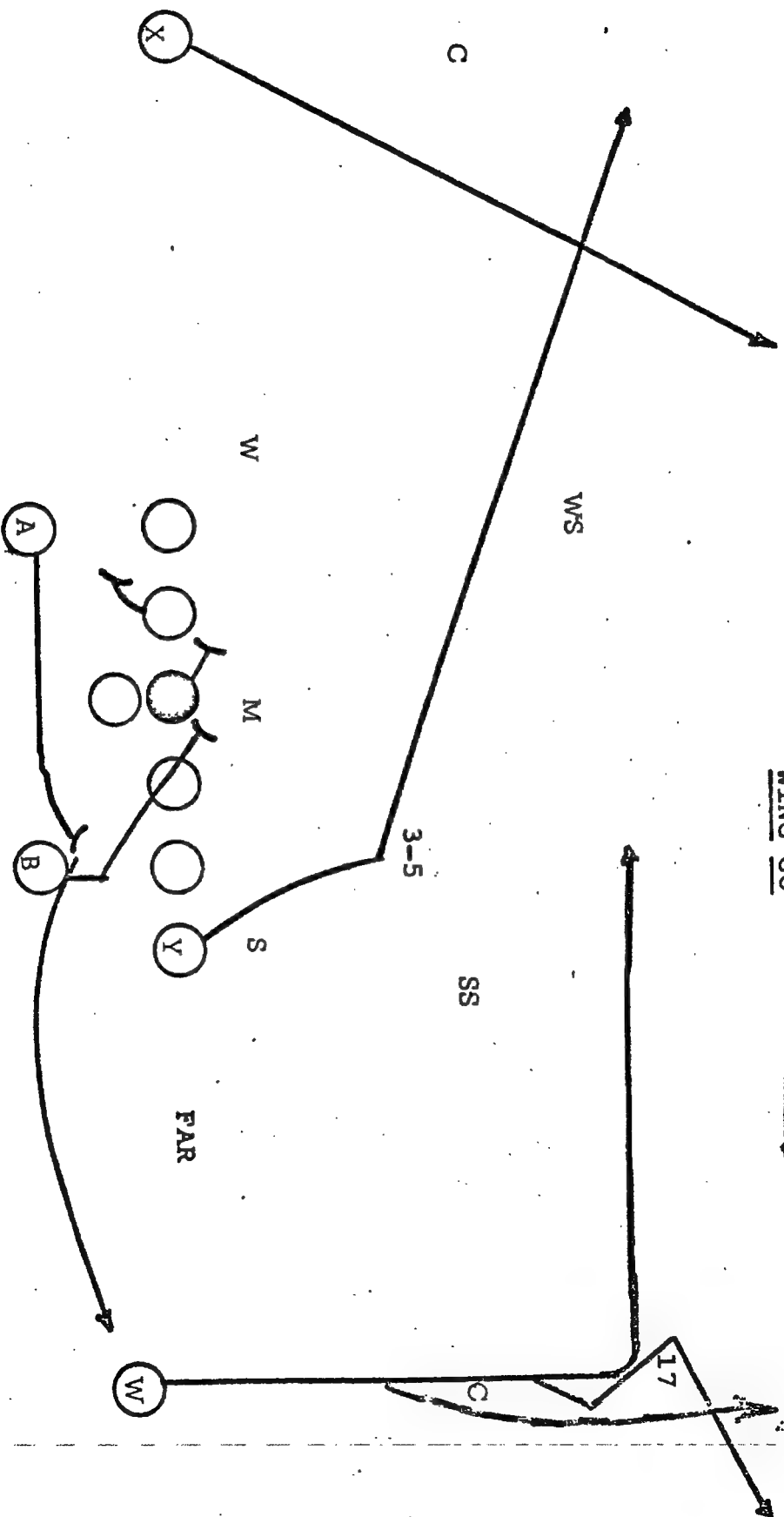
QB--KEY WEAK SAFETY. WEAK
SAFETY DEEP MIDDLE HIT X.
WEAK SAFETY STAYS WITH X
GO TO Y.

X--12 YD. TURN IN OR OUT. WK.
SAFETY DEEP MIDDLE YOU ARE
PRIMARY REC.

A--WILL TO OUTSIDE UP.

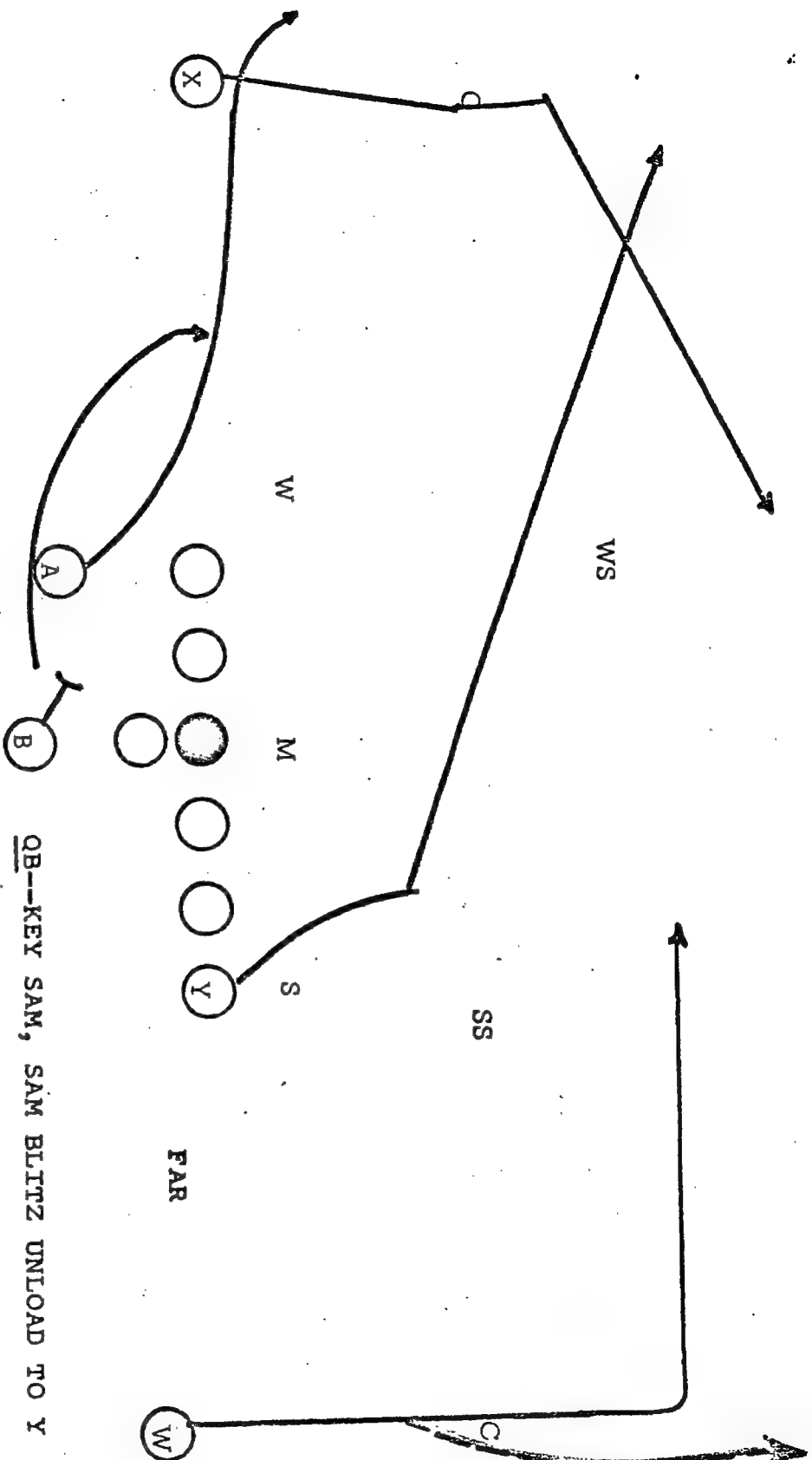
B--FAKE DRAW MIKE RESP. TO AUXIL.
BLOCKER.

WING CENTER
WING ZIG OUT
WING GO



A--BLOCK SAM TO PATTERN

66 CROSS WING CENTER
WING GO _____



QB--KEY SAM, SAM BLITZ UNLOAD TO Y
WING--GO INSIDE STR. CORN. VS CORA ZONE
B--CHECK WILL TO MIDDLE ROUTE.

COPIES
45



X DEEP MIDDLE HIT X.

A--RESPONSIBLE FOR MIKE.

DEATH OF

70 225

70 225

70 225



FLANKER RIGHT

B-LINE BACKER RESPONSIBILITY ACCORDING TO CALL.

WING--RELEASE OUTSIDE OF DHB VS CORA ZONE

SCREEN WK. CORN.

WS

C

M

SS

5-6

12

FAR

15

C

W

A

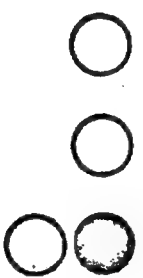
B

Y

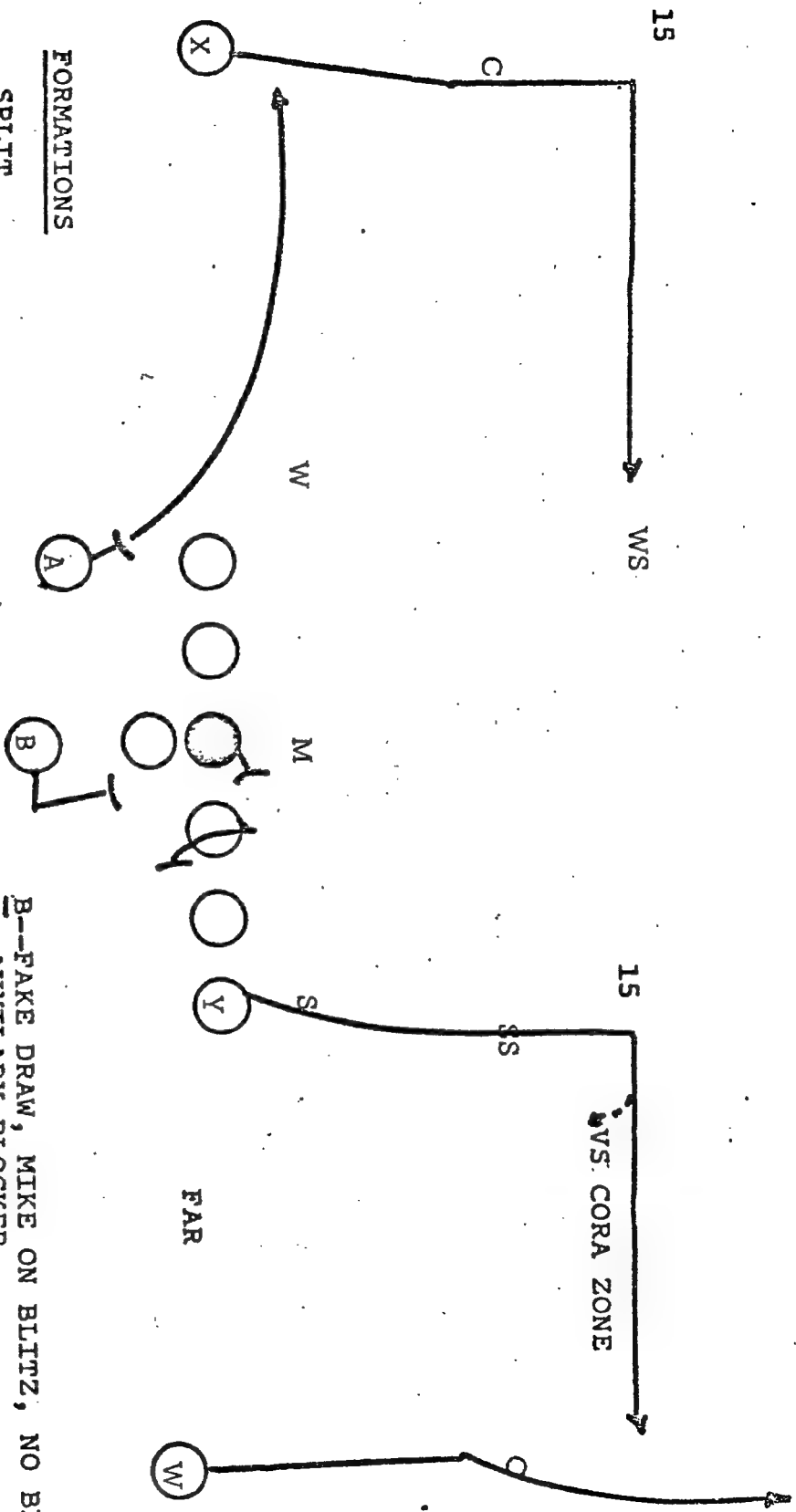
X

QB--KEY MIKE. MIKE GOES WK. THROW TO
Y. MIKE GOES STR. THROW TO X.

A & B--SAM & WILL TO PATTERN.



DRAW 1 Y DRAG

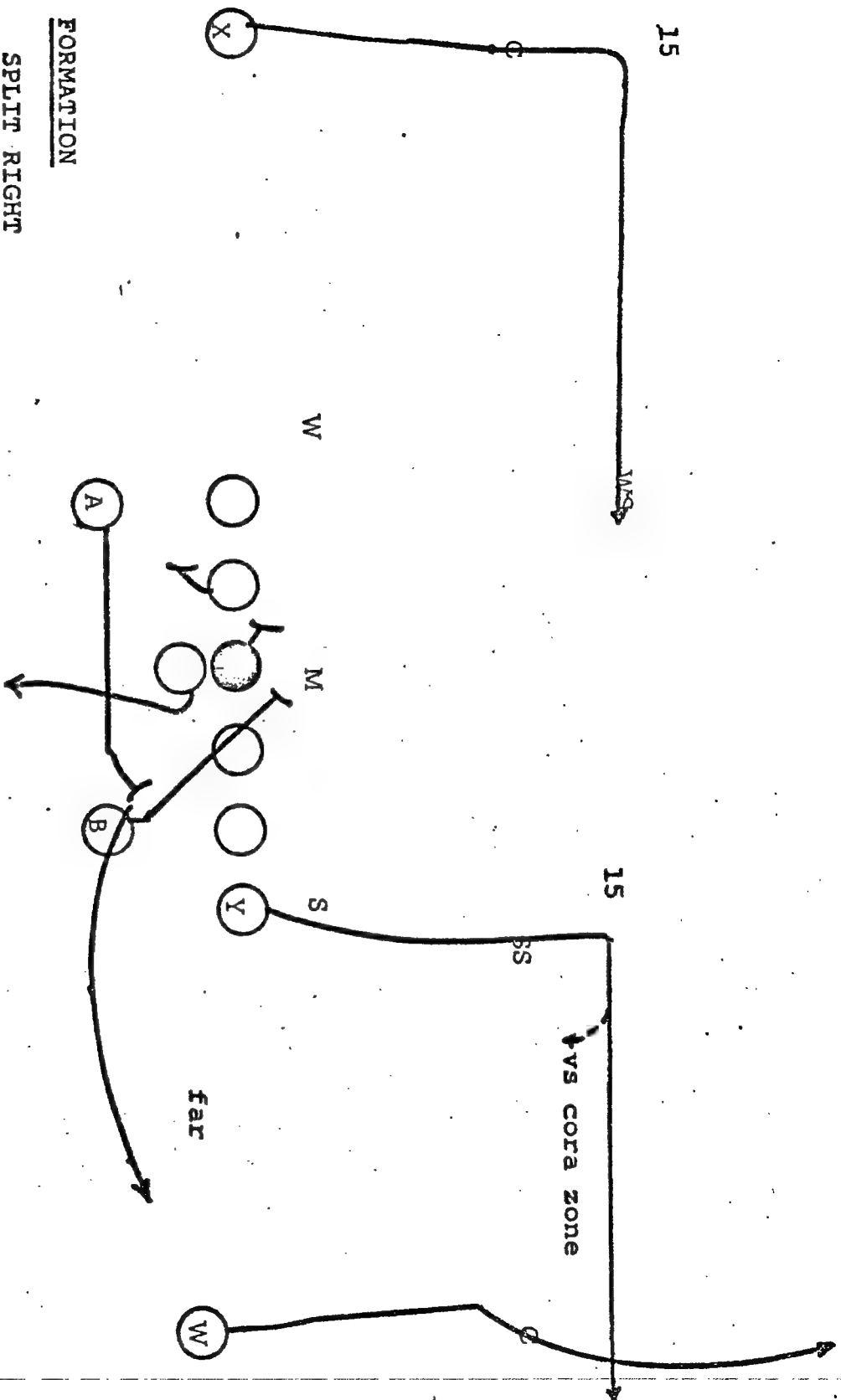


FORMATIONS
SPLIT

FLANKER

B--FAKE DRAW, MIKE ON BLITZ, NO BLITZ
AUXILIARY BLOCKER.

A--WILL TO PATTERN.

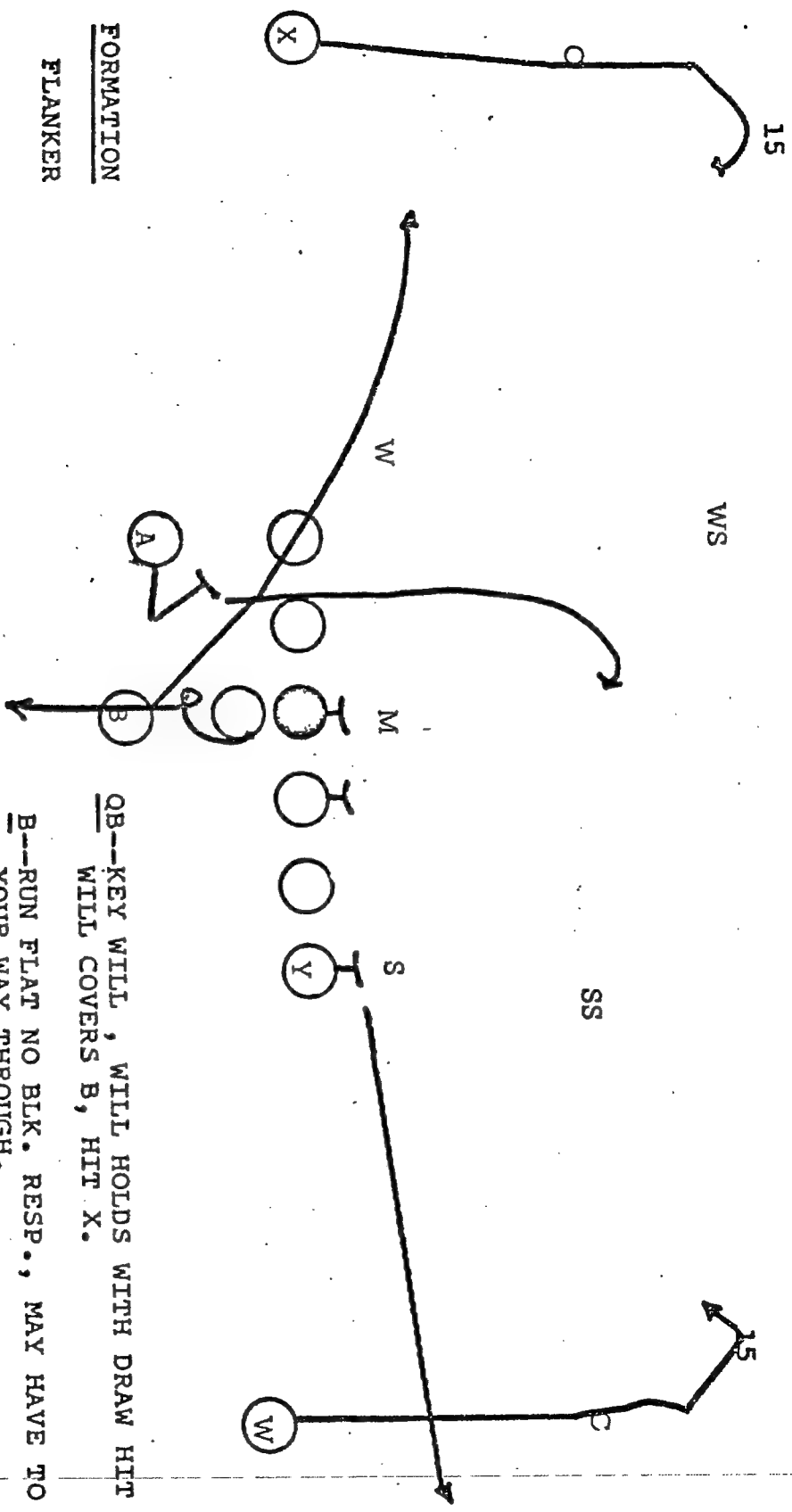


FORMATION

SPLIT RIGHT

STROUD ST.

PLAY PASS 43 LAG DRAW



QB--KEY WILL, WILL HOLDS WITH DRAW HIT B,
WILL COVERS B, HIT X.

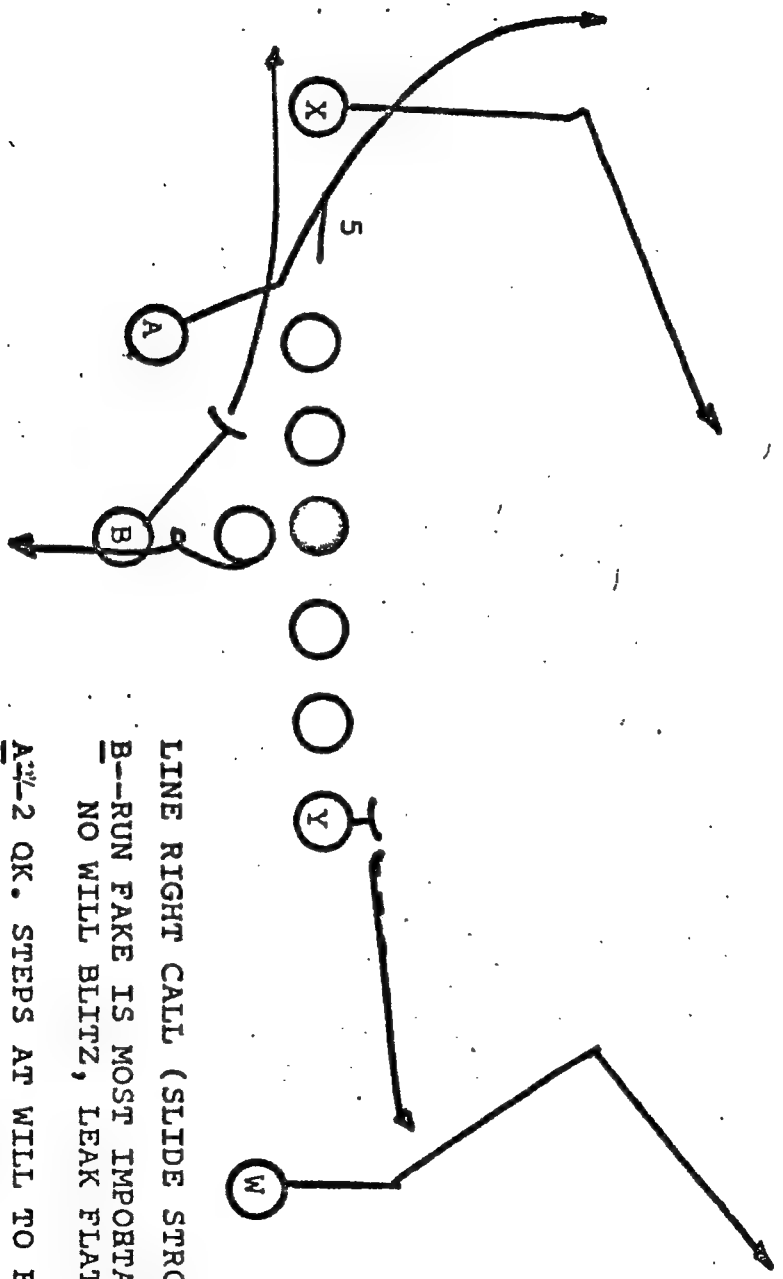
B--RUN FLAT NO BLK. RESP., MAY HAVE TO SIFT
YOUR WAY THROUGH.

A--WILL RESP. TO LEAK THROUGH.

Y--SAM TO RELEASE.

SHORT YARDAGE &
GOAL LINE PASSING

RED PLAY PASS 35



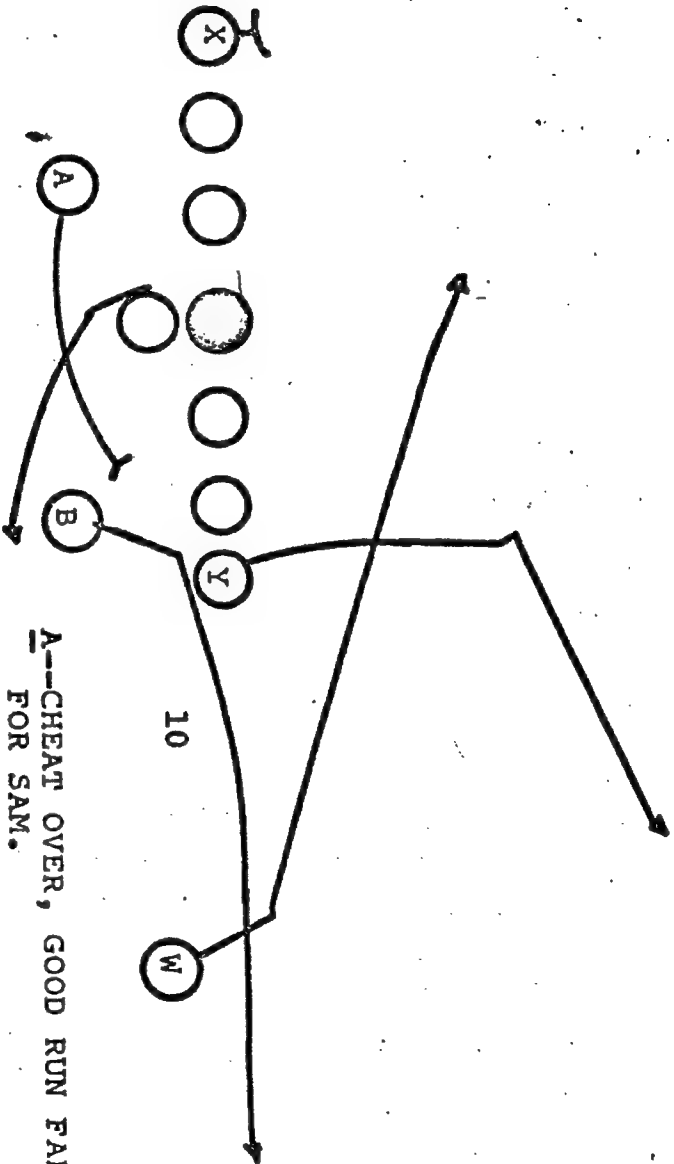
FORMATION
FLANKER

NOTE
USUALLY WHEN X IS OPEN, A WILL
ALSO BE OPEN OR VICE-VERSA

LINE RIGHT CALL (SLIDE STRONG)
B--RUN FAKE IS MOST IMPORTANT, WILL RESP.
NO WILL BLITZ, LEAK FLAT
A--2 OK. STEPS AT WILL TO FLAT & UP.
Y--RELEASE NOW ON SLIDE CALL, NO SLIDE
CK. SAM TO RELEASE.

PASSING

RED PLAY PASS 46 Y CORNER



FORMATION

SPLIT RT.

NOTE

**QB--FORMATION SHOULD BE SET
MIDDLE OR TO THE FIELD.
DO NOT FLANK SHORT.**

A--CHEAT OVER, GOOD RUN FAKE RESP.
FOR SAM.

B--TWO HARD STEPS AT SAM TO FLAT.
LOOK FOR BALL.

Y--6 FT. FROM OFF. TAC., INSIDE RE-
LEASE, RUN CORNER WHEN STR. SAF.
LEAVES YOUR VISION.

WING--HARD DRIVE TO INSIDE, TO TAKE
STR. CORN. AND TO CLEAR FOR B
BACK.

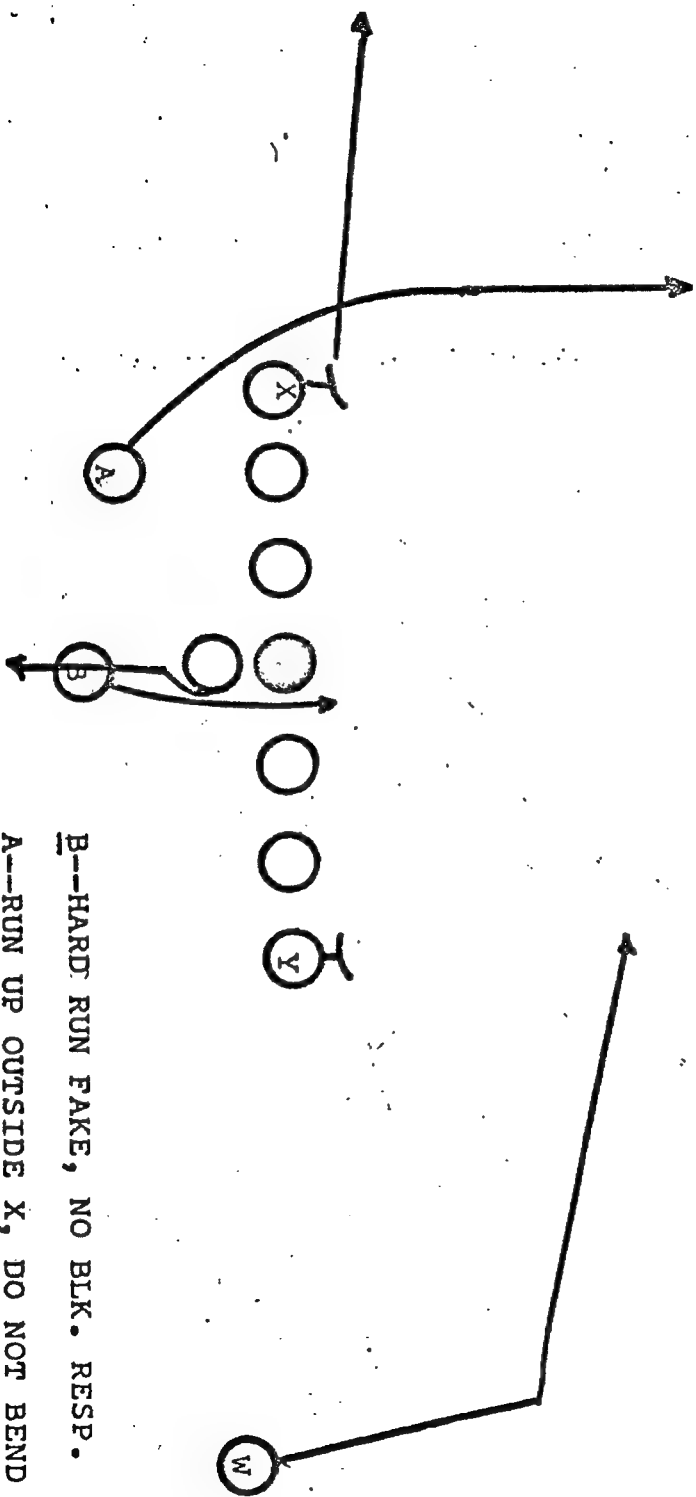
X--SLOW BLK. WILL TO RELEASE TO FLAT.

QB--ROLL BEHIND FLOW, Y IS #1 REC. TO
B.

GOAL LINE PASSING

RED PLAY 51 X DELAY OUTSIDE

1 or 2 YD. LINE



B--HARD RUN FAKE, NO BLK. RESP.

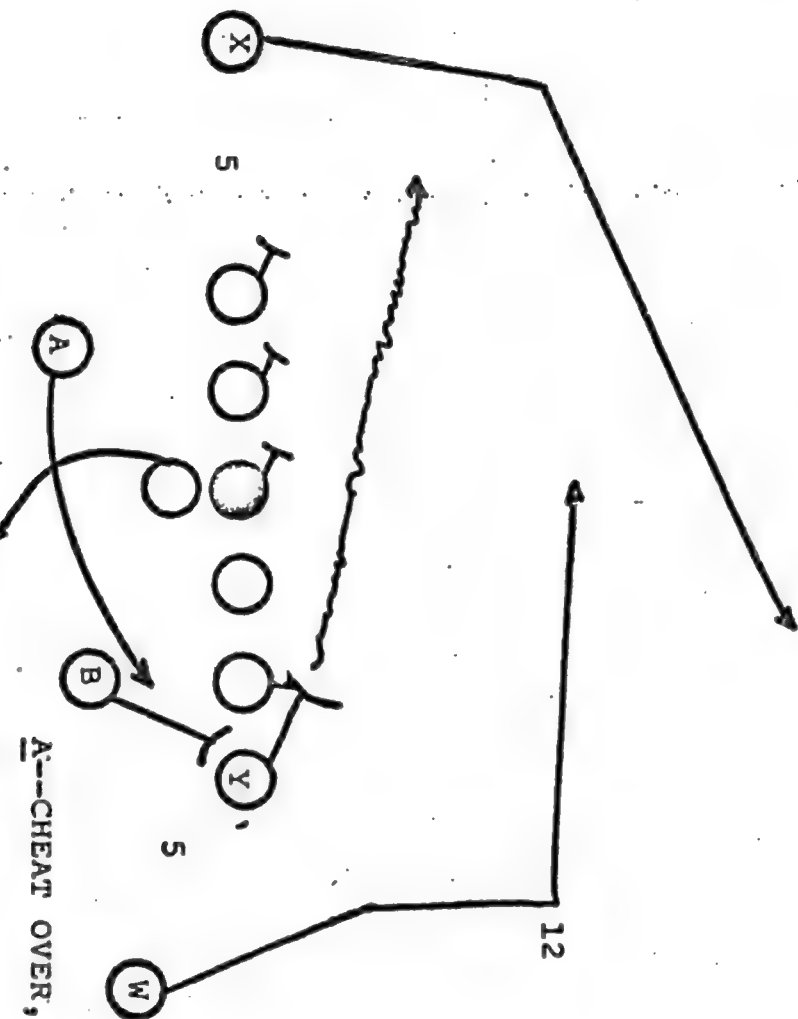
A--RUN UP OUTSIDE X, DO NOT BEND OUTSIDE.

X--DRIVE BLK. WILL, AS SOON AS A HAS CLEARED
RELEASE TO OUTSIDE.

SHORT YARDAGE &
GOAL LINE PASSING

5 YD. LINE &
OUTSIDE OF 5 YD. LINE

RED PLAY PASS 46 PINCH Y SNEAK



FORMATIONS
SPLIT
STRONG

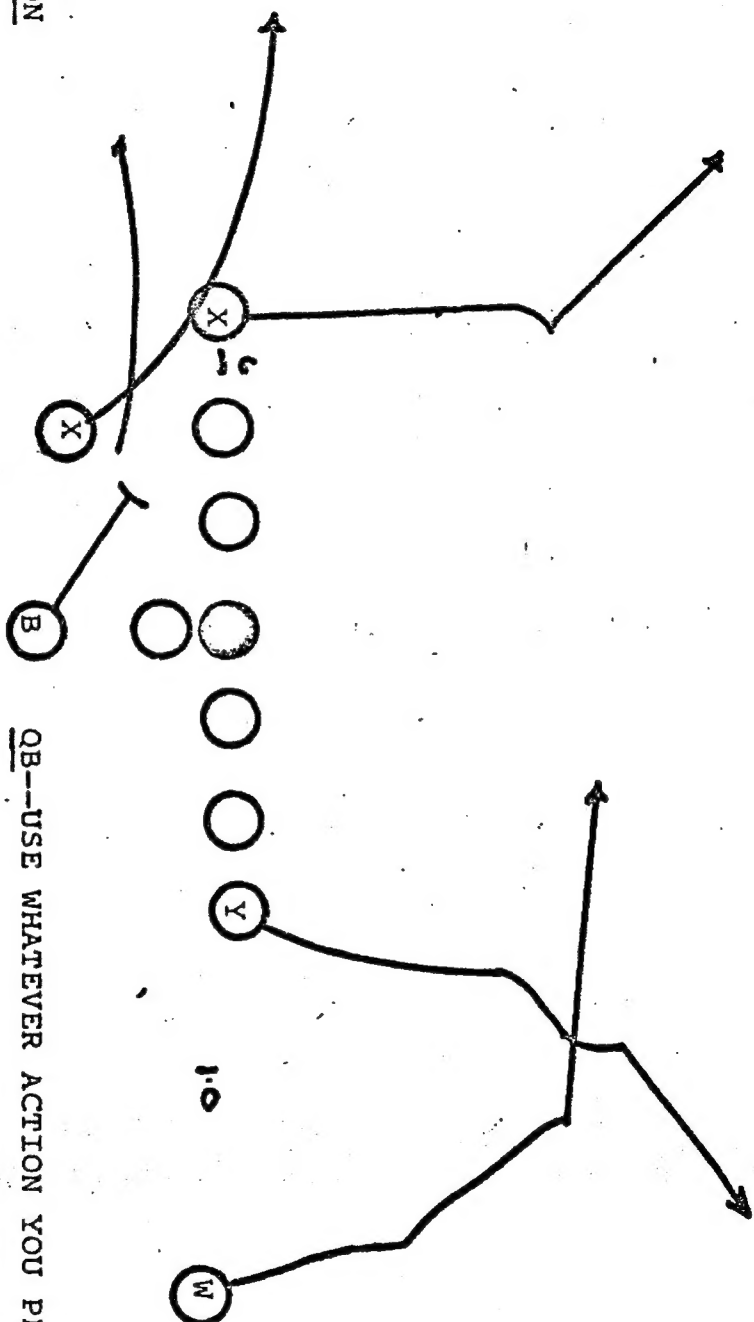
A--CHEAT OVER, RUN FAKE MOST IMPORTANT
B--SAM
Y--TIGHT TO O. TAC., GOOD PINCH BLK.
2 COUNTS TO DELAY ACROSS.
X--RUN QK. POST LOOK FOR BALL, MUST
CLEAR QUICKLY CLOSER TO GOAL LINE.

GOAL LINE & SHORT
YARDAGE PASSING.

RED PLAY PASS 35 Y PICK

RED 69 Y PICK

5 YD LINE & OUTSIDE



FORMATION

FLANKER

QB--USE WHATEVER ACTION YOU PREFER.

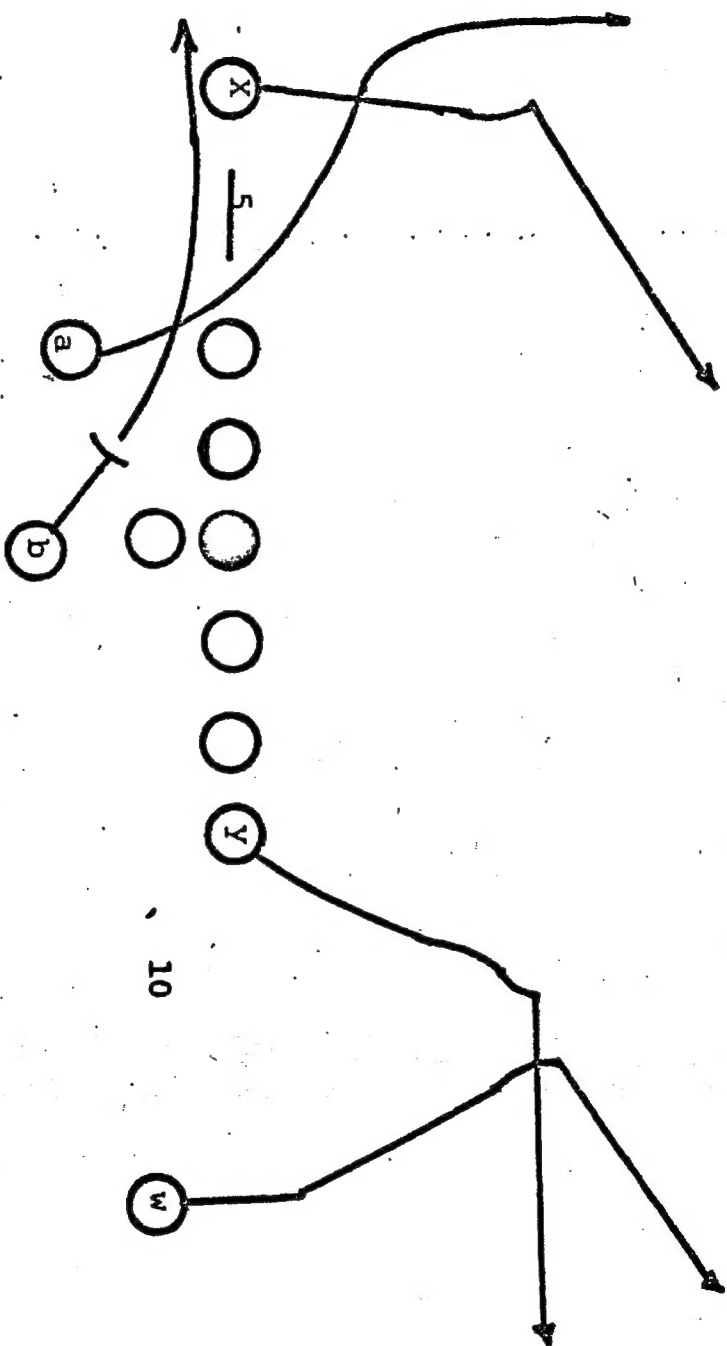
B--RUN FAKE MOST IMPORTANT, RESP. FOR WILL
TO FLAT.

WING--Y--RUN OFF SHAKE HANDS ACTION.

GOAL LINE & SHORT
YARDAGE PASSING

5 YD. LINE & OUTSIDE

RED PLAY PASS 35 WING PICK
RED 66 WING PICK

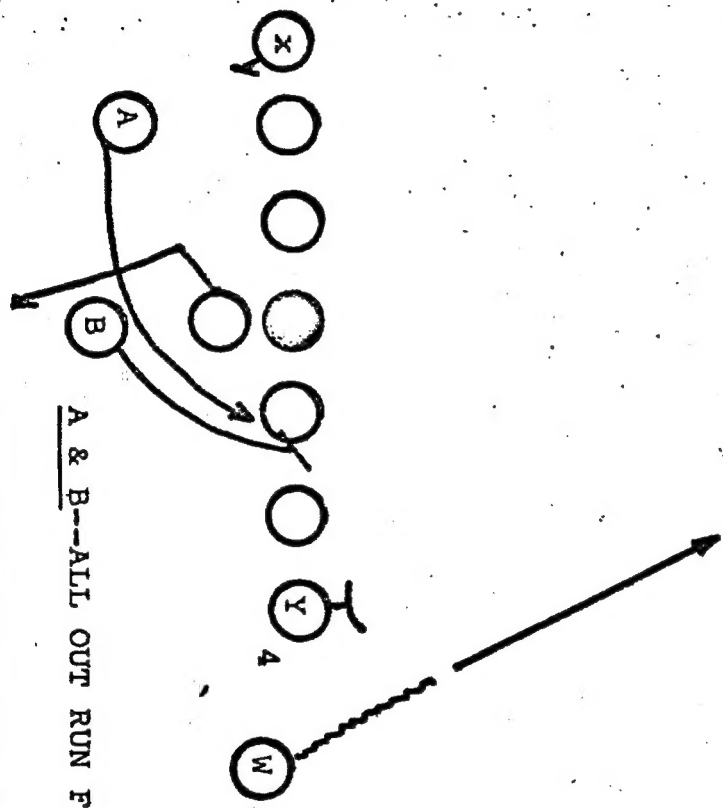


FORMATION

SHORT YARDAGE
WITH DISTANCE

20 YDS OR MORE
3 - 1 OR LESS YARDAGE

RED PLAY PASS 44 WING SPLIT



A & B--ALL OUT RUN FAKE

VERY GOOD WHEN WK. SAF. GETS INVOLVED TRYING
TO STOP THE RUN.

FORMATION

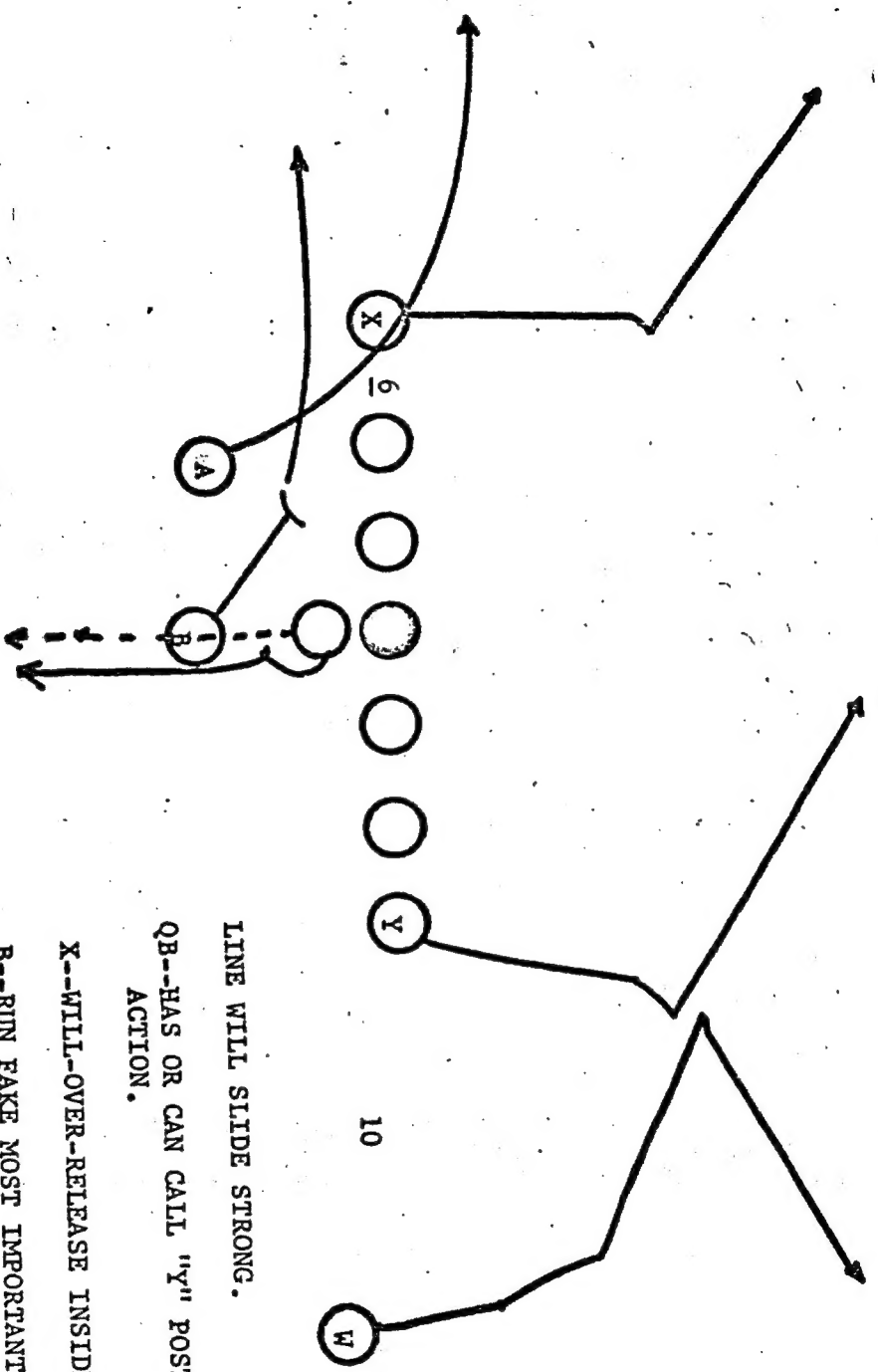
FLANKER

SPLIT

SHORT YARDAGE
PASSING

5 YD. AND OUTSIDE
of 5 YD. LINE

RED PLAY PASS 3D X POST
RED 69 X POST



FORMATION
FLANKER

LINE WILL SLIDE STRONG.

QB--HAS OR CAN CALL "Y" POST OFF EITHER
ACTION.

X--WILL-OVER-RELEASE INSIDE TO CORNER

B--RUN FAKE MOST IMPORTANT, WILL. RESP..
NO WILL RELEASE FLAT.

WING--Y--SHAKE HANDS AND MAKE YOUR BREAK.